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How to Use This eGuide

This *Golden Sun* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Golden Sun* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

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Appendix

Enter keywords to find a specific word or phrase.

Welcome to the *Golden Sun: Dark Dawn* walkthrough. Follow along closely and you won't miss a thing during this epic journey of grand adventure!

Within each eGuide section, all sub-sections are displayed for easy navigation.

Hidden Loot

Icon	Object	Contents	✓
1	Pot	Herb	<input checked="" type="checkbox"/>
2	Bookshelf	Sun Saga 1	<input checked="" type="checkbox"/>

Chests

Icon	Contents	✓
1	Short sword	<input type="checkbox"/>
2	Padded gloves	<input type="checkbox"/>

Encyclopedia Entries

Title	How to Get	✓
Matthew	During intro dialogue.	<input type="checkbox"/>
Mount Aleph	During intro dialogue.	<input type="checkbox"/>
Golden Sun	During intro dialogue.	<input type="checkbox"/>
Alchemy	During intro dialogue.	<input type="checkbox"/>
Angara	During intro dialogue.	<input type="checkbox"/>
Weyard	During intro dialogue.	<input type="checkbox"/>
Sol Sanctum	During intro dialogue.	<input type="checkbox"/>
Wise One	During intro dialogue.	<input type="checkbox"/>
Isaac	During intro dialogue.	<input type="checkbox"/>
Garet	During intro dialogue.	<input type="checkbox"/>
Psynergy Vortex	During intro dialogue.	<input type="checkbox"/>
Mourning Moon	During intro dialogue.	<input type="checkbox"/>
Ivan	During intro dialogue.	<input type="checkbox"/>
Soarwing	During intro dialogue.	<input type="checkbox"/>

Encyclopedia Entries

Title	How to Get	✓
Vale	During intro dialogue.	<input checked="" type="checkbox"/>
Karis	During intro dialogue.	<input type="checkbox"/>
Tyrell	During intro dialogue.	<input type="checkbox"/>
Psynergy	During intro dialogue.	<input type="checkbox"/>
Adepts	During intro dialogue.	<input type="checkbox"/>
Move Psynergy	Bookcase	<input type="checkbox"/>
Growth Psynergy	Bookcase	<input type="checkbox"/>
Elemental Star	Gained automatically after obtaining Sun Saga 1 from the bookshelf.	<input checked="" type="checkbox"/>

Home Again

The rise of the *Golden Sun* all those years ago brought the life-giving power of *Archanea* back to the world.

Having just returned from a long expedition, Isaac and his son, Matthew, are relieved to be back at their humble mountain cabin. Isaac

recounts a good deal of history to Matthew as the two catch their breath—tap each underlined term in the dialogue bubbles to call up additional info on the top screen.

Information that appears on the top screen is automatically stored in your Encyclopedia so you may review it again at any time. Make certain you've found every Encyclopedia entry by ticking them off the lists in this walkthrough!

Check out the “Encyclopedia” chapter in this guide to immerse yourself in the complete lore of *Golden Sun*!

Things become more interesting when Matthew's friend Tyrell threatens to jump from the cabin's roof to glide around on his soarwing. The kid is out of his mind!

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Appendix



# Introduction



Thank you for purchasing Prima's Official Game Guide to *Golden Sun: Dark Dawn*. This guide is packed with all of the information and strategy you need to guide Weyard's newest heroes along the path to their epic destiny!

## Dark Dawn

*Long ago, the ancients of Weyard discovered the secrets of Alchemy.*

*They found that all life in Weyard was based on the four elements: earth, air, fire, and water. They used their knowledge of Alchemy to forge a dazzling civilization from the elements. And the descendants made their wildest dreams come true.*

*And then began the nightmare of Alchemy. Abuses of Alchemy threatened to tear apart their entire civilization. So the ancients did the unthinkable: They sealed away the power of Alchemy so no one could use it. Civilization was saved, but the physical world itself began to die a slow death. For the ancients didn't realize that Alchemy was what held Weyard together.*

*Without the force of Alchemy, lands went barren, seas went dry, and the planet began to crumble. And civilization itself fell into the darkest of ages that came before its final, fatal extinction ...*

*The ancients had sealed away Alchemy to save civilization. But they had doomed Weyard.*

*But while the oceans churned and life on the continents slid slowly toward oblivion over the eons, a legend was kept alive that held the key to Weyard's survival.*

*If four elemental lighthouses could be ignited, their energy would combine to create the Golden Sun over Weyard. The Golden Sun would radiate with the force of Alchemy—saving the world!*

*Thirty years ago, a group of heroes did save the world with the Golden Sun. But now a shadowy threat is spreading ...*

*Eight heroes took part in the quest to light the Elemental Lighthouses. Four of these brave warriors were from the town of Vale. The Warriors of Vale, as they are now known throughout Weyard, are praised—and blamed—for their efforts.*

*They had long lived at the foot of Mount Aleph, home to a people charged with a sacred duty from the ancients. That was to protect Sol Sanctum, where the forbidden keys to the Elemental Lighthouses were hidden. It was home to the godlike Wise One who protected Weyard.*

*Vale kept the sanctum's secrets for generations, ever vigilant against the return of Alchemy. But the Warriors of Vale were among those who pursued the forbidden return of its power. Because of their courage, the world of Weyard was saved 30 years ago.*

*But while Weyard was saved, the new dawn of Alchemy has been anything but bright. For while Alchemy brings life, it has also unleashed chaos.*

*When the Golden Sun rose, its raw power exploded from the sky above Mount Aleph. Mount Aleph was largely destroyed by the explosion. And not a trace remains of the peaceful village of Vale.*

*The planet itself is still caught in the violent throes of rebirth. Natural disasters continue to torment the people of Weyard. But the survivors live on, driven to new desperation. And the good people of Vale, though forced to resettle, continue their sacred vigil. They persist in their duty to Sol Sanctum at Mount Aleph. Or at least what remains of it.*

*Two survivors live near the crater where Vale once was. The area rocks with eruptions, but still they watch Mount Aleph from the newly upheaved Goma Plateau. They're Isaac and Garet, two of the Warriors of Vale.*

*These men, praised and blamed for the dawn of this new day, study the Golden Sun carefully. And from their lookout cabin, Isaac and Garet also train their children to be powerful warriors. For this new world will soon need a new generation to face the darkness of this new dawn ...*





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# Golden Rules

Adventuring is a risky business, so it pays to brush up on the basics. Luckily for you, that’s what this chapter’s all about! Read on to learn how to handle yourself out there in the wilds of Weyard.

## Controls



*Golden Sun: Dark Dawn* gives you total control over the action. Use the stylus exclusively if you like, pointing to where you wish your party to move. Tapping onscreen icons calls up the corresponding menus. Tapping objects in the environment causes you to investigate or utilize them. It couldn’t be easier!

Tapping isn’t your thing? No problem—stash the stylus and use the standard Control Pad and buttons to control the action instead. Approach items and press to examine or interact with them. Other buttons are used to call up menus and the like. Use whichever control scheme suits you best!

## Exploration



Exploration is a big part of *Golden Sun: Dark Dawn*. The more thorough you are at investigating your surroundings, the more hidden loot you’ll discover!



Common goodie-hiding items include:

- Barrels
- Bookshelves
- Boxes
- Cabinets
- Pots
- Treasure chests

## Searching Objects



Simply approach any object and tap it or press to take a closer look. If there’s anything worth taking, Matthew will collect it and store it in his inventory. If Matthew can’t carry any more, he’ll automatically pass the goods off to the next party member.

### Note

Some objects cannot be examined or used—they’re just there for looks.

## Using Psynergy



“Psynergy” is the name given to the magical elemental power wielded by Adepts. The many and varied Psynergy spells set Adepts apart from others of their kind. By using Psynergy, Adepts are able to explore treacherous areas that regular folks wouldn’t dream of braving!

While most Psynergy is only usable in combat, several spells can be used to aid in an Adept’s exploration of a region. For example, Move Psynergy can be used to shift heavy objects out of the way to clear paths.





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To use Psynergy outside of combat, simply call up the Selection menu (by tapping the bottom-right icon or pressing ⓧ) and then choose “Psynergy.” Select the character whose Psynergy you wish to use and a list of available spells will appear. Pick the Psynergy you wish to cast and see if it works.



Make sure to stand close to objects you wish to test Psynergy on. If the object can be affected by the Psynergy, it will flash, and a stylus icon will appear onscreen. Tap the object or press Ⓐ to unleash the Psynergy and see what happens!

**Note**  
Some Psynergy, such as Move, requires you to slide the stylus across the screen instead of simply tapping the object. If you're not using the stylus, the Ⓛ and Ⓡ Buttons can be used to direct the Psynergy toward the object you wish to use it on.

Discovering Djinn

Djinn are magical creatures infused with the power of Alchemy. Once discovered, Djinn lend Adepts their natural elemental power, greatly enhancing the Adepts' abilities. There are four basic types of Djinn, and each type belongs to one of the four elements of Alchemy:

- Venus Djinn have the power of earth.
- Mars Djinn own the power of fire.
- Jupiter Djinn have the power of wind.
- Mercury Djinn own the power of water.

Djinn are rare and fickle creatures, and you must search far and wide to discover them all. Fortunately for you, this guide tells you where each one is hidden—simply follow the walkthrough or flip to the appendix at the back of the book to discover where each Djinni can be found!



Setting Djinn

Once you've discovered a new Djinni, set it to one of your party members to enhance that character's attributes and increase his or her elemental might. The Djinn you set to party members may also affect the Psynergy spells that are available to them; read on for details.



Trading Djinn



Djinn must be spread evenly among all party members—a balanced party is a happy party! New Djinn you discover will automatically be set to the member with the fewest Djinn. You can trade Djinn among party members as you see fit. Simply call up the Selection menu and choose the “Djinn” option, then select the Djinni you wish to trade.

Look carefully at the top screen while trading Djinn—the effects of swapping the creatures is shown. If the attribute gains and losses seem acceptable, advance to the next page, where you're shown how the trade will affect each character's Psynergy.



As a general rule, loading a party member up with a variety of Djinn (Venus, Mars, Jupiter, etc.) results in lower attribute scores, but gives that hero a far greater array of Psynergy spells. On the flip side, loading a character with Djinn of all one type (all Mars or all Mercury, for example) causes the character's attributes to skyrocket, but reduces the Psynergy options. In short, blending Djinn creates a flexible yet somewhat flimsy party, while keeping Djinn separate creates a focused and powerful team.

**Tip**  
When the heroes accumulate 7 or more Djinn, try mixing and matching their Djinn to create even more powerful warriors with an array of Psynergy and very high attribute scores!







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Weapon Specials

Many weapons have special attacks that are occasionally unleashed instead of their standard attack during battle. Each time a party member uses their weapon, they gain a bit of experience with it, eventually mastering how to use the weapon's special attacks.



By examining a weapon's details through its owner's Items menu (accessed from the Selection menu), you can see how familiar the party member is at using his or her weapon. The meter fills as weapon experience is gained, eventually becoming a solid green bar. At this point the user has completely mastered the use of the weapon and can unleash all of its special attacks.

Note

Each time a party member masters a new weapon special, a message appears at the bottom of the battle screen.

Many of *Golden Sun*'s rarest weapons are capable of unleashing devastating special attacks that inflict tremendous damage and even status ailments to enemies, such as paralyzing them or putting them to sleep. Seek out these rare arms and use them often to master their awesome techniques!



Psynergy



In battle, Psynergy can be used to damage and debilitate enemies, and to strengthen and heal the party. When faced with multiple monsters, try casting Psynergy spells that target multiple foes—this quickly thins their ranks. The number of vertical

bars that appear above the name of each Psynergy spell illustrates the number of targets that can be affected.



Each time Psynergy is used, whether in battle or during exploration, a portion of the caster's Psynergy Points (PP) are expended. The more powerful the Psynergy, the more PP it costs to cast. PP slowly regenerate as the party travels about—during battle, items such as Khiren water and psy crystals can be used to regenerate PP. Several Djinn can be unleashed to restore PP as well.

Note



Keep an eye out for purple crystals in the environment—these are known as Psynergy Stones. Examine one to instantly restore the entire party's PP! Psynergy Stones shatter once they've been used, so try not to waste them.

Djinn and Summons



Djinn that have been set to party members can be unleashed in battle. Unleashing Djinn in this fashion is sort of like attacking the enemy and casting a Psynergy spell all at once—damage is often inflicted to one or more foes, along with debilitating status ailments such as Sleep or Delusion. Unleashing Djinn is therefore a good way to mess monsters up, but beware: Once a Djinni has been unleashed, it no longer bestows any attribute bonuses to its owner!



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Each time a Djinni is unleashed in battle, it appears at the top screen, floating around aimlessly. Look at the upper-left corner of the Touch Screen to see the four element icons, each with a number next to it. This tells you how many Djinn of each element are

currently in “Standby” mode—the mode that Djinn automatically enter after being unleashed. The more Djinn you have in Standby, the more elemental power you’ll have at your command. This elemental power can be used to summon mighty beings to devastate the enemy! Summons affect multiple monsters—summons that require lots of elemental power are likely to wipe out all who stand against you!



Tip

Djinn and summons are great fun, but it’s best to save your Djinn for fights against tough adversaries such as bosses. More common enemies can be defeated with normal attacks, and fighting this way helps your party gain valuable weapon experience!



After being used to call forth a destructive summon, Djinn enter a temporary “resting” state in which they cannot be set to party members or used to cast additional summons. Djinn are basically useless in this state, but don’t worry—in a few turns, they’ll automatically reset themselves to their owners, bestowing their attribute bonuses once more and ready to be unleashed again.

Note

If battle ends before Djinn reset themselves, they’ll automatically do so after the party travels a short distance. Djinn always reset themselves one at a time.

Items



Party members are able to make use of items they’re carrying during battle. Simply select any item from the Selection menu, then choose a target. Some items are used to heal or cure the party; others are intended to damage or weaken enemies.

Tip

Spread healing and curative items out among party members so that all characters can heal their comrades and cure status ailments. This gives you greater flexibility in challenging battles.

Note

Certain weapons and armor can be used as items, which adds to their value. View your loot carefully to learn if anything can be used in such a fashion.

Fleeing



When the going gets rough, even the toughest monsters can be very wise, particularly if you’ve forgotten to heal your party after a tough battle. Don’t risk having your heroes fall to random encounters, for reviving downed

allies can be costly. Swallow your pride and flee whenever the need arises.



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Caution

You cannot flee from special encounters such as boss battles. Save often!

Tip

Resist the urge to speed things up by fleeing from weak foes. Every little bit of experience gained in battle counts!

Swapping Members

Only four heroes can participate in battle. When your party grows beyond four members, you can decide which four heroes will start each skirmish. To do this, call up the Selection menu and choose “Status.” All of your heroes are displayed on the Touch Screen—the four you set in front are the first to enter battle.

You can also swap out heroes mid-battle. Just choose the “Swap” option from the Battle Action menu, then choose the character you wish to remove from the fray. Pick a reserve hero to take his or her place—preferably someone with the skills or items that give you an edge.



Note

You can only swap out one party member each combat turn. Swapping party members occurs instantly, and the new hero is able to act during the same turn. Don’t worry if you have second thoughts after a swap—you can undo the swap and try again as many times as you like.

Tip

If you can’t revive fallen heroes, swap them out instead!

Status Ailments



and special icons commonly appear above the character’s head to denote the exact type of ailment.



There are all sorts of monsters out there in the world, and some of them have very nasty attacks that inflict debilitating status ailments. When a party member is afflicted with an ailment, his or her name changes color on the various menu screens to reflect this,

Naturally, status ailments go both ways—your warriors can inflict them on enemies through the use of weapon specials, Psynergy, Djinn, and summons. Riddle your foes with status ailments to cripple their offense and make them easy prey!

Note

Djinn and Psynergy spells that fortify your heroes usually aren’t denoted by special icons and the like; you’re simply informed of when they wear off by battle messages that appear along the bottom of the Touch Screen.

The following list details all the various status effects and ailments.

- Agility Up/Down:** Boosts/reduces Agility, which is used to determine who acts first in battle.
- Attack Up/Down:** Boosts/reduces Attack power (damage).
- Bind/Psynergy Seal:** Prevents the victim from using any Psynergy for a few turns.
- Defense Up/Down:** Boosts/reduces Defense, causing the victim to suffer less/more damage from physical attacks.
- Delusion:** Reduces the target’s ability to score hits with physical attacks.
- Curse:** Summons three flames and one half-flame that encircle the victim’s head. Each turn, one half-flame vanishes; after seven turns, the victim is downed.
- Haunt:** Summons death spirits that encircle the victim’s head. Whenever a haunted hero inflicts damage to enemies, they may suffer damage in return.
- Paralyze/Stun:** Immobilizes the victim, preventing them from taking any action for one or more turns.
- Poison/Venom:** Causes the victim to lose HP each turn. The effect lasts even beyond battle; poison must be removed with Psynergy, an antidote item, or a visit to the nearest town’s cleric. Venom is more powerful than poison.
- Resist Up/Down:** Boosts/reduces the amount of damage the victim takes from elemental spells and abilities.
- Sleep:** Causes the victim to lose consciousness, preventing them from taking action for one or more turns.



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Downed Allies

During intense battles against worthy foes, heroes may be knocked unconscious (also referred to as being “downed” or “KO’d”). Downed heroes cannot take any action, or become the victim of enemy attacks or status ailments, until they’re revived. There are several ways of reviving a downed ally:



- Water of Life restores the hero back to full HP, granting a fresh start.
- Revive Psynergy works just like Water of Life, but it requires PP.
- Several Djinn have the ability to revive unconscious allies; however, some Djinn are better at this than others. Unlike other revival methods, the hero might not return with full HP.
- Clerics, located at each town’s temple, will revive fallen heroes for a modest fee. This doesn’t do you much good during combat, though!

Tip

Don’t load just one character up with Water of Life and revival Djinn; spread these assets out among all party members. This way, anyone can be called upon to revive a downed comrade. The same principle applies to healing Djinn and items—give yourself plenty of options out there.

Towns



Over the course of their travels, our heroes will visit a vast number of cities, towns, and settlements. Some are large and hold many secrets; others are quite small and serve primarily as waypoints along the journey.

Nearly all towns feature the following areas of interest:

- Inn**—stay the night to recover all HP and PP!
- Temple**—pay a small donation to remove curses, cure poison, or revive fallen comrades!
- Vendors**—spend your hard-earned coin on new weapons, armor, and items. Sell unwanted loot for fast cash. And make sure to browse those rarities!

Townfolk



Each time you enter a new town, make sure to speak to every local. This is the primary way of gathering information and figuring out what to do next. Speaking with locals is also a good way to fill your Encyclopedia with informative entries!

Note

See the tables at the back of this guide for a complete list of Encyclopedia entries and where they can be acquired.

Vendors

When speaking with vendors, make sure to browse their rarities—these are the very best items they have in stock. The price is usually steep, but most items listed under the rarities section are one-of-a-kind, and many of them can be used as items in battle, which adds to their value.



Note

Any unique or rare items you sell to a vendor become available at all vendors when you browse their rarities. Don’t question how it works, just accept it!





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# Chapter 1: A Friend In Need

Welcome to the *Golden Sun: Dark Dawn* walkthrough. Follow along closely and you won't miss a thing during this epic journey of grand adventure!

## Lookout Cabin



recounts a good deal of history to Matthew as the two catch their breath—tap each underlined term in the dialogue bubbles to call up additional info on the top screen.

### Note

#### Encyclopedia

##### NEW

#### Soarwing

This remarkable invention allows its wearer to glide upon the winds. Soarwings are hard to make and so are quite rare.



Information that appears on the top screen is automatically stored in your Encyclopedia so you may review it again at any time. Make certain you've found every Encyclopedia entry by ticking them off the lists in this walkthrough!

### TIP

Check out the “Encyclopedia” chapter of this guide to immerse yourself in the complete lore of *Golden Sun*!



Things become more interesting when Matthew's friend Tyrell threatens to jump from the cabin's roof to glide around on his soarwing. The kid is out of his mind!

Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Herb	<input checked="" type="checkbox"/>
2	Bookshelf	Sun Saga 1	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Short sword	<input checked="" type="checkbox"/>
2	Padded gloves	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Matthew	During intro dialogue.	<input checked="" type="checkbox"/>
Mount Aleph	During intro dialogue.	<input checked="" type="checkbox"/>
Golden Sun	During intro dialogue.	<input checked="" type="checkbox"/>
Alchemy	During intro dialogue.	<input checked="" type="checkbox"/>
Angara	During intro dialogue.	<input checked="" type="checkbox"/>
Weyard	During intro dialogue.	<input checked="" type="checkbox"/>
Sol Sanctum	During intro dialogue.	<input checked="" type="checkbox"/>
Wise One	During intro dialogue.	<input checked="" type="checkbox"/>
Isaac	During intro dialogue.	<input checked="" type="checkbox"/>
Garet	During intro dialogue.	<input checked="" type="checkbox"/>
Psynergy Vortex	During intro dialogue.	<input checked="" type="checkbox"/>
Mourning Moon	During intro dialogue.	<input checked="" type="checkbox"/>
Ivan	During intro dialogue.	<input checked="" type="checkbox"/>
Soarwing	During intro dialogue.	<input checked="" type="checkbox"/>

### Encyclopedia Entries

Title	How to Get	✓
Vale	During intro dialogue.	<input checked="" type="checkbox"/>
Karis	During intro dialogue.	<input checked="" type="checkbox"/>
Tyrell	During intro dialogue.	<input checked="" type="checkbox"/>
Psynergy	During intro dialogue.	<input checked="" type="checkbox"/>
Adepts	During intro dialogue.	<input checked="" type="checkbox"/>
Move Psynergy	Bookcase	<input checked="" type="checkbox"/>
Growth Psynergy	Bookcase	<input checked="" type="checkbox"/>
Elemental Star	Gained automatically after obtaining Sun Saga 1 from the bookshelf.	<input checked="" type="checkbox"/>

### Home Again



Having just returned from a long expedition, Isaac and his son, Matthew, are relieved to be back at their humble mountain cabin. Isaac



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Note



Every once in a while you'll be able to choose Matthew's response by selecting one of four facial expressions. Your choice will have a small impact on how dialogue plays out, but don't fret over the decision—these responses never have a dramatic effect on how the story unfolds.

hidden herbage



When you gain control of Matthew, head left and inspect a pot to discover a hidden herb. It pays to explore your surroundings thoroughly!

Downward Spiral



Climb the cabin's ladder to reach Matthew's friends on the roof. Tyrell can't be reasoned with and jumps away, gliding on air with the aid of the soarwing!



Unfortunately, Tyrell quickly loses altitude and is forced to land on a remote site across the plateau. There's nothing else for it; you've got to venture out there and rescue your friend!

Gearing Up



The scene shifts to inside the cabin, where Matthew's friend Karis delivers him a leather cap to help protect him during the coming journey. Karis helps Matthew equip this first piece of gear.



Next, open the nearby chest to claim a short sword. This will come in handy! Equip the short sword just as you did the leather cap.


Treasure Chest 1

 You found a chest! It contained a short sword.



Head upstairs and search the bookshelf under the staircase to discover a special item: Sun Saga 1! Open the tome for an enjoyable history lesson.

Sun Saga 1

 You found the first Sun Saga! Collect all five to complete the tale.



Go all the way upstairs to discover another chest and a telescope. Open the chest for some padded gloves and peer through the telescope to marvel at Mount Aleph's majesty.

Treasure Chest 2

 You found a chest! It contained padded gloves.



With the short sword, padded gloves, and leather cap all equipped, head east to join Karis and Isaac, along with Tyrell's father, Garet, at the nearby Goma Plateau. The adventure has only just begun!



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Goma Plateau



Encyclopedia Entries		
Title	How to Get	✓
Psynergy Stone	During dialogue.	<input checked="" type="checkbox"/>
Tanglewood	During dialogue.	<input checked="" type="checkbox"/>



Follow the path to reach a cave leading inside the plateau itself. Beware: Vicious monsters lurk within!



Your combat options are limited at this point, but the cave dwellers pose little threat. Simply attack each group of monsters you encounter, defeating them in short order.

**TIP**

Cast Karis's Whirlwind Psynergy to quickly wipe out groups of monsters and use Matthew's Cure Psynergy to heal our heroes as needed. Cure can be used outside of combat, so don't run around with low HP!

**Note**

See the "Golden Rules" chapter for an in-depth look at *Dark Dawn's* combat system.



A stone pillar blocks the cave passage. Try using Matthew's Move Psynergy on the pillar and Garet will scramble over to detail the use of Psynergy outside of combat.



After listening to Garet and Isaac's advice, use Move Psynergy again to shove the pillar to the right, into a pit and out of your way. Hop across the short gaps afterward to continue.

**TIP**

Assign commonly used Psynergy to the left and right triggers so you can easily unleash it when the need arises.





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Pause for a moment to take in the view before exiting the cave to reach a new section of Goma Plateau's exterior.



Outside, scamper down the rocky stairs and approach another stone pillar. Use Move Psynergy to slide the stone one space to the right, bridging the gap on the higher trail. Go back upstairs and use the now-traversable trail to continue onward.



Garet and Isaac greet you at the end of the trail. They seem nervous about venturing into Tanglewood—a dangerous forest that lies ahead. Tyrell needs your help, so you must carry on!

Tanglewood

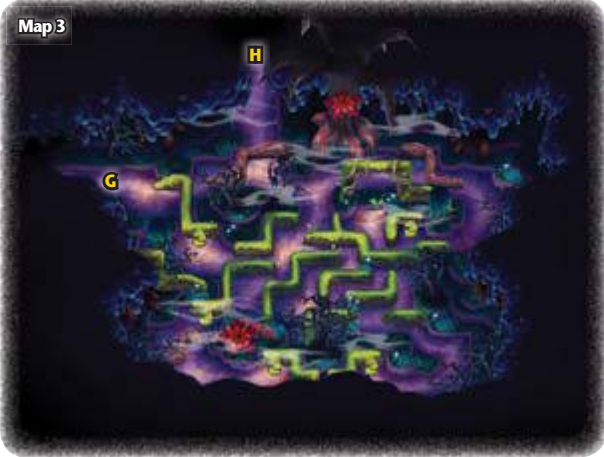




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Chests		
Icon	Contents	✓
1	Herb	<input checked="" type="checkbox"/>
2	Bramble seed	<input checked="" type="checkbox"/>
3	Elixir	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Djinni	During dialogue.	<input checked="" type="checkbox"/>
Felix	During dialogue.	<input checked="" type="checkbox"/>
Warriors of Vale	During dialogue.	<input checked="" type="checkbox"/>
Fireball Psynergy	During dialogue.	<input checked="" type="checkbox"/>



Seeing the grimness of Tanglewood stretching on before them, Isaac and Garet quickly decide to let Matthew and Karis borrow some of their Djinn—magical creatures that enhance the elemental power of Adepts!



Pay close attention to the Djinn tutorial given by Flint, one of Isaac's faithful Venus Djinn. He'll tell you everything you need to know about using these magical creatures. Turn to the "Golden Rules" chapter for an even greater examination of the use of Djinn.



Open the menu and check your Djinn tab to review the six Djinn Isaac and Garet have loaned to Matthew and Karis. Here you may trade Djinn between party members if you wish—but there's no need to do so now.

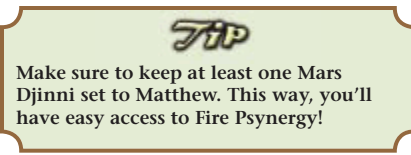


Wipe out enemies you encounter as you begin to explore Tanglewood. Follow Isaac's advice on the top screen to learn when and where to use your new Djinn!

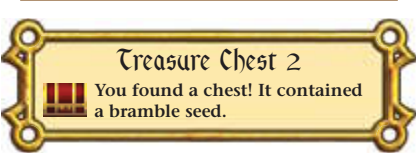
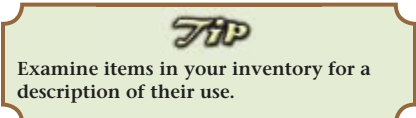
Lost and Found



A large root blocks the northwest passage, so venture to the northeast pond instead. Hop along the stones to reach a treasure chest that contains an herb, then continue north, heading deeper into the forest.



Circle around the vines to reach a second treasure chest, which contains a bramble seed.



Backtrack after opening the second chest until Isaac and Garet stop you. The two decide that Fireball Psynergy is needed to get through the woods. Garet soon launches a fireball at the giant, pulsating flower.



Whoosh! The flower goes up in flame, eradicating several large roots in the vicinity. Now you can continue north.

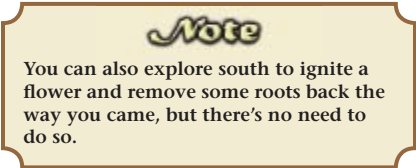




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Untangling the Wood



Armed with Fireball Psynergy, proceed north and launch a fireball at another giant flower to banish more roots. Remember to set commonly used Psynergy to the trigger buttons so you can unleash it more easily!



Loop around the next area in a clockwise fashion, slipping between the low walls to reach another giant flower to the southwest. Burn this one to remove some roots and gain access to some tiny steps that lead up onto the nearby low walls.



Run across the tops of the low walls, leaping short gaps between them on your way to locating a tiny green plant. Descend the tiny steps near the plant to return to the ground level.



Approach the wiggling green plant and use Matthew's Growth Psynergy to make it stretch upward. Climb the vine to reach a higher vantage.



From this height, you can blast a giant flower that grows from a tall tree. Strike it with Fireball Psynergy to banish some roots that block the north path. Descend the vine and make your way up the north path to continue deeper into the woods.

Troubled Waters



Two stone pillars stand at the edge of a wide pond. Shove the one on the right directly into the water, then hop across it to reach a treasure chest containing a very useful elixir, which cures a variety of status ailments.

**TIP**  
See the "Golden Rules" chapter for a listing of status ailments and their remedies.

**Treasure Chest 3**  
You found a chest! It contained an elixir.



Return to the other pillar and maneuver it into the lake by shoving it west twice and then north twice. You don't need Psynergy; you can simply shove the pillar by moving into it.



Hop north across the floating logs to reach another stone pillar and a tiny plant. Use Move Psynergy to drag the pillar toward you, then hop over to the plant.



Cast Growth Psynergy to raise the wiggling plant into a vine, then climb up and enter the cave beyond to reach the entrance to an abandoned mine.



The party notices the remnants of a shattered soaring on the cliff above the mine entrance. Tyrell must be close by! Steeling themselves for danger, the group presses onward into the darkness of the mine.



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Abandoned Mine



Encyclopedia Entries		
Title	How to Get	✓
Elemental Lighthouse	During dialogue.	<input checked="" type="checkbox"/>
Kraden	During dialogue.	<input checked="" type="checkbox"/>
Mountain Roc	During dialogue.	<input checked="" type="checkbox"/>
Morgal	During dialogue.	<input checked="" type="checkbox"/>

Mining for Tyrell



Run downstairs and examine the Psynergy Stone to fill your party's Psynergy Points (PP). Head through the doorway that follows to reach the mine rails.



A section of the rail has collapsed—use Growth Psynergy to grow a vine from the nearby plant, then climb up to a higher passage. Loop around to reach a lower doorway leading deeper into the mine.



In the next area, Gareth begins hurling Psynergy at flowers to clear obstacles from the group's path. He freezes when he sees a frightening sight—a pulsating Psynergy Vortex!



Garet also notices his son, Tyrell, lying unconscious near the vortex. It must have sucked away his Psynergy! You've got to save him.



Loop around the area until you spy a wiggling plant beyond a thick root. Grow the plant into a vine, then race upstairs and climb down the vine to circumvent the root.



Hop over to a giant flower that is right near the Psynergy Vortex. Save your game before blasting the flower with a fireball—for this awakens a challenging boss!



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Boss Fight: Tangle Bloom

HP: 300

Weakness: Fire



Tangle Bloom has a variety of special abilities and is vulnerable to fire. Let your Djinn do the heavy lifting this in this battle—unleash Djinn to damage the boss, reduce its combat effectiveness, and fortify your party.



After unleashing several Djinn, switch tactics and start casting summons. The more Djinn you have on standby (the mode they automatically enter after being unleashed), the more powerful the summons you can cast!



Assail the Tangle Bloom with Djinn and summons, using Matthew's Cure Psynergy to heal your party as needed. This first boss is easily felled if you're smart with your Djinn.

Rescuing Tyrell



With the Tangle Bloom defeated, the evil presence that had taken over the mine deteriorates, along with the size of the Psynergy Vortex. Rushing over to Tyrell, the party finds him in rough shape.



The vortex sucked all of Tyrell's Psynergy away, but Gareth and Isaac manage to bring the lad around by infusing him with their own Psynergy.



Tyrell's life has been saved, but there's still the matter of the shattered soaring. The device is most likely beyond repair, and only a incredibly rare Mountain Roc feather can be used to make another device. For now, the party agrees to return to Isaac's cabin and rest up.

Back to the Cabin



With Tyrell in your party, sprint up the north stairs and loop around, returning to the first area of the mine. Keep going until you reach the high exit—there's nothing else of interest in the mine.



Exiting the mine, the party indeed finds the soaring shattered beyond repair. Isaac orders everyone to gather up the pieces and return to the cabin.





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Lookout Cabin & Goma Plateau—Revisited

Encyclopedia Entries		
Title	How to Get	✓
Bilibin	During dialogue.	✓
Border Town	During dialogue.	✓
Carver's Camp	During dialogue.	✓
Patcher's Place	During dialogue.	✓
Patcher	During dialogue.	✓
Goma Mountains	Go back and speak with Gareth after completing the story dialogue.	✓

Dawn of Adventure



Home at last, Matthew and his friends urge their parents to let them quest for the Mountain Roc feather needed to create a new soaring. Isaac and Gareth agree that the time has finally come for their youngsters to attempt their first great adventure!



The men advise their children to seek out a wise man named Kraden at a place called Carver's Camp—Kraden helped Isaac and Gareth in the past and could provide worthy guidance to their youngsters. They also advise the kids to stop by Patcher's Place on their way—this nearby settlement will provide the trio with all the gear they'll need for the journey ahead!



After the party says their good-byes to Gareth, return to Gareth and chat a little more to acquire a bonus Encyclopedia entry ("Goma Mountains"). Then sprint down the Goma Plateau, this time taking the central trail to descend all the way down and begin your great exploration of the wild world that awaits!

Chapter 2: Finding Carver

The Journey Begins

Waving goodbye to Isaac and Gareth, Matthew, Karis, and Tyrell prepare to embark on their first great adventure. It's not long before they meet a familiar face....

Four's Company



Just as our young heroes take to the trail, a familiar Djinni appears in front of them—it's Flint! Isaac has asked his faithful Djinni to accompany Matthew and friends on their journey.



Flint reiterates the plan: first visit Patcher's Place and explore the Psynergy Training Grounds there, then proceed to Carver's Camp in search of Isaac's friend, Kraden. Flint then joins the party and is automatically set to Matthew.

TIP

Leave Flint set to Matthew—this Venus Djinni compliments the young Earth Adept's natural elemental power.

Djinni: Flint

You found a Venus Djinni! Try setting it to Matthew.



With Flint by your side, follow the path across a bridge and into the nearby settlement. Show no mercy to those vicious random monsters you encounter along the way!



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Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	3 coins	<input checked="" type="checkbox"/>
2	Barrel	Herb	<input checked="" type="checkbox"/>
3	Barrel	Elixir	<input checked="" type="checkbox"/>
4	Pot	Antidote	<input checked="" type="checkbox"/>
5	Barrel	Smoke bomb	<input checked="" type="checkbox"/>
6	Dresser	11 coins	<input checked="" type="checkbox"/>
7	Pot	Oil Drop	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Power bread	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Tyrell (updated)	During dialogue.	<input checked="" type="checkbox"/>
Patcher (updated)	Dialogue with villager.	<input checked="" type="checkbox"/>
Lord McCoy	Dialogue with villager.	<input checked="" type="checkbox"/>
Konpa Ruins	Dialogue with villager.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
A	Forge	Mars	<input checked="" type="checkbox"/>

## Patcher's Place



Tyrell has a history of causing trouble for Patcher, so the meeting doesn't go well at first. Speak with Patcher a second time to find him cooler and more reasonable.



Patcher's Place is a small settlement, but there's plenty here to see and do. Begin talking to villagers to acquire information and Encyclopedia entries, and search the town's various barrels, boxes, and other such objects for loose loot. (See the map for the locations of all hidden goodies.)



After making a thorough sweep through the town's exterior, begin investigating its homes and structures. Enter the large central building to meet Patcher, the man in charge.

Patcher explains how shops work and invites the party to browse his wares. Stand near the armor sign and purchase defensive gear for your group first, then move over to the weapon sign and explore Patcher's selection of offensive goods.

**Note**

As you highlight items at shops, their effects on each member of your party are detailed on the top screen. Blue arrows mean stat increases, while red arrows indicated the item will reduce performance. Look for blue arrows to give your party the best gear!

**Tip**

Sell items you no longer need to pocket a bit of coin and free up space for future finds.



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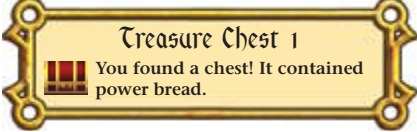
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After wheeling and dealing with Patcher, slip behind him and open the treasure chest hidden behind his shop's counter. The chest contains a loaf of power bread—a special object that permanently increases a party member's HP when consumed.



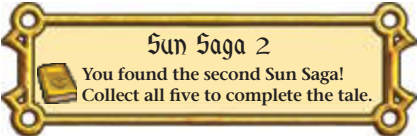
Explore the rest of Patcher's shop thoroughly to discover an herb hidden in a back-room barrel. Exit the shop via its second-floor door to locate a barrel that contains a valuable elixir.



A Mars Djinni is clearly visible on a high north ledge, but you can't reach it from town. Never fear; you'll claim it soon enough!



Be sure to inspect the bookshelf in the settlement's northwest home—it contains the second installment of the Sun Saga!



Finish exploring Patcher's Place, acquiring all of the Encyclopedia entries and hidden loot detailed in the previous tables. Then proceed north, using the tall ladder to reach the Psynergy Training Grounds.

Psynergy Training Grounds



Chests		
Icon	Contents	✓
1	Gate card	<input checked="" type="checkbox"/>
2	Water of Life	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Mercury Lighthouse	Signpost	<input checked="" type="checkbox"/>
Tret	Signpost	<input checked="" type="checkbox"/>
Kolima Forest	Signpost	<input checked="" type="checkbox"/>
Venus Lighthouse	Dialogue with villager.	<input checked="" type="checkbox"/>
Gondowan	Signpost	<input checked="" type="checkbox"/>
Kraken	Signpost	<input checked="" type="checkbox"/>
Karagol Sea	Signpost	<input checked="" type="checkbox"/>
Jupiter Lighthouse	Dialogue with villager.	<input checked="" type="checkbox"/>
Indra	Signpost	<input checked="" type="checkbox"/>
Osenia	Signpost	<input checked="" type="checkbox"/>
Piers	Signpost	<input checked="" type="checkbox"/>



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Scoring Forge



Remember that Djinni you saw in Patcher's Place? Let's go get it. First, slide the two stone pillars near the central tree to line them up on the tree's right side. Use Move Psynergy to slide a third pillar away from the east ledge, forming a row of three pillars.

*Tap*

Climbable trees are shown on your map as green circles. Trees often lead to goodies, so climb each one you see!



With the three pillars in place, climb the tree and then hop across the pillars to reach the top of the east ledge.



Continue east, leaping from the ledge to land atop another tree. Climb down to return to the ground.

Encyclopedia Entries		
Title	How to Get	✓
Lemuria	Signpost	<input checked="" type="checkbox"/>
Poseidon	Signpost	<input checked="" type="checkbox"/>
Gabomba Statue	Signpost	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Mars Lighthouse	Signpost	<input checked="" type="checkbox"/>
Anemos	Signpost	<input checked="" type="checkbox"/>



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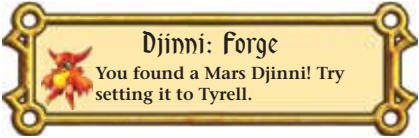
There's a small plant to the south—use Growth Psynergy to transform it into a long vine leading back down to Patcher's Place.



The vine leads you right next to the Mars Djinni! Examine the creature to add Forge to your party, then climb back up to the Psynergy Training Grounds.

*TIP*

Tyrell is a natural Fire Adept, so give Mars Djinn to him and build upon his natural strength.



**Djinni: Forge**

You found a Mars Djinni! Try setting it to Tyrell.



Speak with the men near the Psynergy Training Grounds' north gate for a brief tutorial on the challenge at hand. By clearing the training grounds' challenge, you'll receive a pass that will allow you to reach the Konpa Ruins. Agree to the challenge and enter the training grounds.



**Mercury Lighthouse**

The Psynergy Training Grounds has four major challenge zones, each one recreating the obstacles that our heroes' parents—the original Warriors of Vale—had to overcome in their great quest to restore Alchemy to the world. Hurl one of Tyrell's fireballs at the nearby "monster" billboard to "defeat" the foe and proceed.

*TIP*

Examine every signpost for clues and Encyclopedia entries!



A series of logs blocks your path. Shove the first one to the right, then use Move Psynergy to slide the nearby pillar one space to the right. Loop around and shove the bottom log to the right, then shove the middle log north so you may proceed.

*Note*

If you ever want to quit this training session, simply stand in one of the red circles you see on the ground.



Next, climb the tree near the Tret billboard and cast a fireball at Tret's face to lower a nearby bridge.



Shove two stone pillars onto two of three waterspouts that spring up from the ground. With the pillars plugging two of the spouts, the third one shoots even higher! Ride the tall spout up to the top of the tower.



The Mercury Lighthouse "boss" awaits atop the tower. Hurl a fireball at this moving billboard to stop the clock and complete this leg of the training.



**Venus Lighthouse**



The second area recreates the Warriors of Vale quest to reach the Venus Lighthouse. Before hopping into the nearby mine cart, first ensure that all of the track junctions are properly set.



Run to the first junction and use Karis' Whirlwind Psynergy to blow the nearby fan. This changes the direction of the rail so that the cart will turn left instead of right when you eventually board it.



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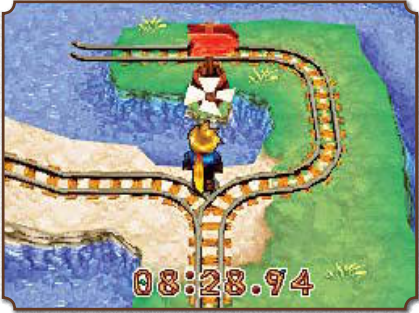
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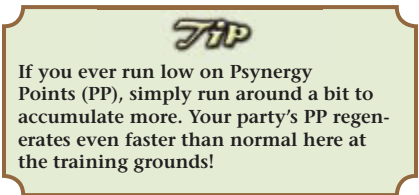


Change the second junction as well, but leave the third facing to the right—this will cause the cart to hop the gap in the track, rather than hitting a dead end.



Set the fourth junction to turn the cart to the right. The junctions should now be set as follows:

- |          |          |
|----------|----------|
| 1. Left  | 3. Right |
| 2. Right | 4. Right |



Hop into the mine cart and speed along the track. You'll wind your way north, automatically hopping gaps in the track as you go.



Leap along the stones to cross the pond that follows. Blast all three "Kraken" billboards to "defeat" the monster and raise a stone platform that helps you advance westward.



Hop along the tops of the logs to reach solid ground once more. Use Growth Psynergy to extend a vine up to the top of the "lighthouse" tower.



Do battle with the moving billboard atop the tower as you did before. Hit both targets with fireballs to complete this second training segment!



The third area's first challenge is simple enough: Use Whirlwind Psynergy to activate the fan, extending a "tongue" platform

from the nearby billboard that helps you cross to the right.



Next, several fans threaten to push you off an elevated platform. Use Move Psynergy to position the stone pillars to block the fans so you may slip past them.



Next, travel along a network of floating boxes to reach three stone pillars around the lake. The boxes move in a pattern, so navigating them is simple.



Hop from box to box until you're able to reach a pillar. Then use Move Psynergy to slide the pillar off its pressure plate, weakening the water spouts that shield the north billboards.



Move all three pillars to banish the water spouts, then traverse the floating boxes again on your way back north. Hurl fireballs at the two fist billboards to reveal the third, then scorch that one as well to open the way forward.



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Good work—you've reached the tower! Stand atop the fan on the ground and cast Whirlwind Psynergy at the fan affixed to the tower to soar upward.



Two “boss” billboards await atop the tower. You know what to do! Light them up to advance to the final obstacle course.



Mars might be akin to the element of fire, but this final segment is frozen solid! Begin by melting the first ice pillar that stands in your way with Fireball Psynergy.



Next, shove the nearby log to the left so you may hop to the north path. Run behind the log, leap back across the gap, and shove the log to the right to roll it all the way down to the icy water.



Chase after the log but don't leap onto it. Instead, face north and use Fireball Psynergy to melt two of the three ice blocks wedged into the north wall. This causes images of a red dragon to fall into place, forming a picture.



Scale the nearby stairs next to gain the height needed to blast the third and final block of ice. With all three ice blocks melted, the image of the red dragon is made whole.



Go back downstairs and run to the right, leaping from the log you rolled to clear the watery gap. Use Whirlwind Psynergy to activate the north fan, causing stairs to emerge from the north wall.



Run up the stairs and leap across the top of the red dragon mural. The mural must be complete, with all three ice blocks melted, for you to cross.



Three jets of flame pose grave danger on the higher trail. Use Move Psynergy to slide the west stone pillar to the right, using it to block each of the fiery jets so you may slip past them in turn.



More ice needs melting beyond the fire jets. Blast all three blocks with fireballs, scaling the nearby ladders to reach the higher hunks of ice.



Proceed to the right after melting all three blocks of ice and wait for a moving fire jet to move past a tiny plant. When the jet travels right to left, quickly grow the plant into a vine and climb up before the jet returns.



If you've still got plenty of time on the clock, run around a bit to restore your party's PP before scaling the final tower. Save your progress before burning through the two “boss” billboards—an actual boss battle follows!



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Boss Battle: Dim Dragon

HP: 320

Weakness: Fire



Dim Dragon is a worthy adversary, but it poses little threat to your party. Unleash your Djinn in the first round of combat to score damage and gain the use of summons in the next round. Be ready to heal your party with Psynergy and simply attack the boss relentlessly until it falls.



You get to choose which chest you wish to open at the end of the battle, but the choice is a mere formality—you'll always get the gate card, a vital item needed to reach the Konpa Ruins. Nicely done!

Treasure Chest 1

You found a chest! It contained the gate card.



If you found the training course a little easy, consider running back through it for a chance at winning a special bonus prize. There's no need to do so, but the Water of Life you score from that other chest is certainly worth the effort! The course remains exactly the same as before—each segment's time limit is simply more restrictive, and the final boss (Dim Dragon Plus) is slightly more challenging with 500 HP.

TIP

If you're going to run back through the training grounds, do so now—it'll be much easier with the solutions still fresh in your memory!

Note

Water of Life revives downed (unconscious) allies in battle, bringing them back to full health.

Treasure Chest 2

You found a chest! It contained Water of Life.



With the gate card in hand, return to Patcher's Place and do a bit of last-minute shopping before leaving the settlement via its south entrance. Defeating the Dim Dragon has earned you some decent coin, so stock up while the getting's good!

TIP

Make sure to examine rarities at weapon and armor shops—these one-of-a-kind items cost more, but they're worth it!



To Goma Highlands Road

Encyclopedia Entries		
Title	How to Get	✓
Carver	Signpost	☑

Stop: Sign



After exiting Patcher's Place, proceed south along the World Map trail, heading for the Goma Highlands Road. You can check out the west half of Carver's Lumberyard if you wish, but all you can do here for now is obtain an Encyclopedia entry ("Carver") by examining the entry signpost. Don't worry; you'll be back here soon enough!



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Goma Highlands Road



Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Herb	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Mint	<input checked="" type="checkbox"/>
2	Themis' Axe	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
△	Gust	Jupiter	<input checked="" type="checkbox"/>

Windy Woods



Wind and rain begins to blow as the party enters the Goma Highlands Road. A Jupiter Djinni flees the scene—it can't have gone far!



Scale the stairs ahead, then leap across the brook to the right. Use Whirlwind Psynergy to raise the wind blossom near the stone ledge with the slide.

**TIP**  
Lift every wind blossom you see with Whirlwind Psynergy—you never know what might lie beneath!



With the wind blossom fluttering in midair, climb the nearby tree and leap to the right, landing on the floating blossom. Leap right again to reach the stone ledge.



Climb more stairs to the right to access a gondola contraption. Hop into the seat and use Fireball Psynergy to start the gondola in motion.



The gondola zips you across the area, landing you close to a treasure chest! Flip the chest's lid to score some mint.

**Treasure Chest 1**  
You found a chest! It contained mint.



Proceed north to the next area. Roll a log out of your way up here, then leap across the nearby brook. Shove another log to the left so you may roll the next one south.



Shove the first log you encountered back to the south, then shove the previous log back to the north. This clears the way for you to shove the far-left log all the way to the right, landing it in a river.



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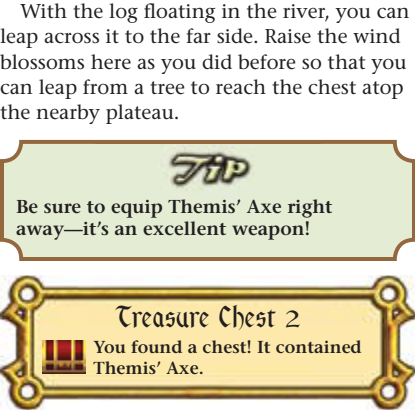
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Hop back across the river and climb a north tree to return to higher ground. Loop around the cliff and notice the Jupiter Djinni you spotted before. You can't reach the creature right now, but you'll grab it soon enough! For now, proceed east into Carver's Camp.

Carver's Camp



The party has at last reached Carver's Camp, but a frightening scene is playing out: A child clings desperately to a wind blossom, dangling from the edge of a broken bridge. You've got to do something!



Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	Herb	<input checked="" type="checkbox"/>
2	Pot	123 coins	<input checked="" type="checkbox"/>
3	Pot	Sleep bomb	<input checked="" type="checkbox"/>
4	Pot	Lucky pepper	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Grip Psynergy	During dialogue.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
⚠	Chill	Mercury	<input checked="" type="checkbox"/>



Move to the edge of the bridge and use Karis's Whirlwind Psynergy to raise the wind blossom, delivering the child out of danger.



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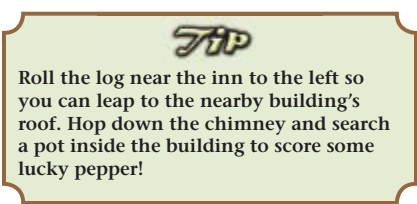
*The father is thrilled that his boy is safe and tells our heroes that, with the bridge out, they'll need to find another way of progressing. Kraden has apparently just been by, and the old wise man left instructions that the party should seek him out in the nearby Konpa ruins.*



Next, speak to the gray-haired man standing near the bridge, who turns out to be Carver, the head lumberjack. He recounts his knowledge of Psynergy Vortexes before departing on a gondola.



Carver took your only ride, so there's no avoiding those ruins now. Continue exploring Carver's Camp, speaking with the locals, searching for loot, and visiting shops to browse the site's modest selection of wares.



Roll the log near the inn to the left so you can leap to the nearby building's roof. Hop down the chimney and search a pot inside the building to score some lucky pepper!



Time to grab a few new Djinn. First, loop around behind Carver's Camp's northwest building to reach a stone pillar. Slide the pillar two times to the right using Move Psynergy, then hop across it and return to the Goma Highlands Road.



You emerge on a high trail—sprint over to a nearby gondola station and lob a fireball at the remote gondola to start it moving. Board the gondola when it arrives.



Ignite the gondola a second time to travel across the area. Save your game and then run north, looping around to collect that Jupiter Djinni you noticed before. Unfortunately, this Djinni isn't too pleased to be plucked from its perch and decides to attack your party!



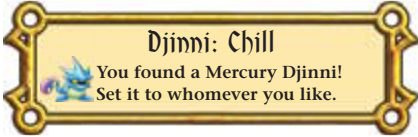
Djinn can be troublesome adversaries, but they pose very little threat when its three against one. Defeat this magical creature with relentless attacks to give Karis a powerful new companion!



Next, return to Carver's Camp and head for the south exit. Don't leave, however—leap to the small ledge instead and climb down the long ladder leading down the cliff.



The ladder leads to a low ledge where a Djinni is hiding. Grow the vine to reach the Djinni, and don't worry—this one doesn't bite!



With the Djinn obtained and Carver's Camp thoroughly searched, it's time to move on. Exit the camp via its south entrance and take up the beaten path once more.



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Carver's Lumberyard



Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Zagan)	<input checked="" type="checkbox"/>
2	Wind blossom	Nut	<input checked="" type="checkbox"/>
3	Wind blossom	Hard nut	<input checked="" type="checkbox"/>

Short Detour



Kraden awaits you at the Konpa ruins, but now's a perfect time to investigate Carver's Lumberyard, which you pass along the way to the ruins. Enter the lumberyard and scale the stairs, but don't ride the gondola just yet!



Run down some more stairs to reach a group of logs. Ignore them for the moment and use Whirlwind Psynergy to raise the wind blossoms near the southwest tree. Next, climb the tree and cross the blossoms to reach the west ledge.

Whirlwinds can lift multiple wind blossoms at once if you line things up properly!



Run around the ledge and down the north stairs. From this angle, you can shove the east log away from some wind blossoms. Do so, then lift all three blossoms with a well-cast whirlwind.



Quickly climb the nearby tree and leap along the blossoms, landing on the north stone ledge. Enter the cave beyond to collect a worthy prize.



Torches ignite as you move through the cave, lighting the way to an ancient stone tablet. Inspect the tablet to acquire a powerful new summon spell: Zagan!

Crossing Over



With the summon spell acquired, return to the gondola and light its engine with a fireball to ride it to the lumberyard's west end.



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Exit the gondola and use Move Psynergy to shove a stone pillar off the south ledge. This allows you to easily return to the gondola if you should leave the area—but don't leave just yet.



Leap the gap to the right to reach a blossom-covered ledge. Lift all the blossoms with whirlwinds to discover a nut and a hard nut—both very valuable finds.



That's all the loot you can pillage from Carver's Lumberyard. Take the gondola back to the east half of the yard and exit back to the World Map to continue your journey toward Konpa ruins.

To the Ruins

Djinn			
Icon	Name	Type	✓
▲	Fever	Mars	<input checked="" type="checkbox"/>



A Mars Djinni assaults your party on the way south from Carver's Lumberyard. Dispatch this Djinni with fierce attacks to gain even more elemental might!

**Djinni: Fever**  
You found a Mars Djinni! Try setting it to Tyrell.



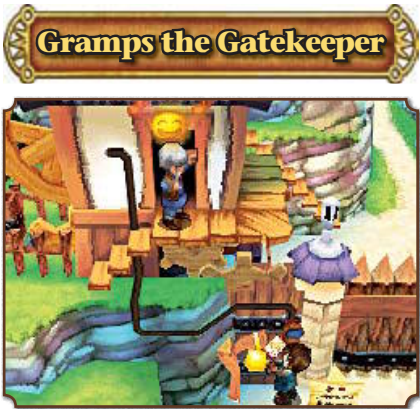
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Konpa Gate



Hidden Loot			
Icon	Object	Contents	✓
①	Barrel	Antidote	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Flower	Venus	<input checked="" type="checkbox"/>



Approaching Konpa gate, the party watches as a traveler shows his gate pass and is granted passage. Good thing you cleared those Psynergy Training Grounds!



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Approach the gate and ring the bell just as the previous traveler did. Matthew shows the gatekeeper his gate pass and the old man allows him through.



Pass through the gate, but don't leave the area just yet. Go upstairs to the now-snoozing gatekeeper's cabin and loot the place to score an antidote.

*Note*  
You can lower the gate using the controls inside the cabin, but there's no need to do so.



Exit the cabin and leap to the top of the nearby tree. Climb down to frighten a Venus Djinni into seeking shelter beneath a wind blossom.



Cast whirlwinds to expose the Djinni, then approach it to claim the creature. Score!

**Djinni: Flower**  
You found a Venus Djinni! Try setting it to Matthew.



With Flower lending its talents to your party, proceed north to pass through Konpa gate and follow the sandy trail to reach Konpa ruins.

Konpa Ruins

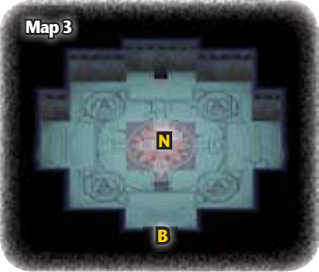




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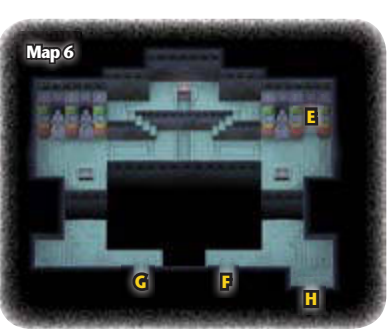




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Chests		
Icon	Contents	✓
1	Elven shirt	<input checked="" type="checkbox"/>
2	Grip Crystal	<input checked="" type="checkbox"/>
3	Psy crystal	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Jolt	Jupiter	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Grip Crystal	Gained automatically after obtaining the Grip Crystal.	<input checked="" type="checkbox"/>

Into the Darkness



Konpa ruins is a giant place, so prepare to face your greatest challenge yet! There's little to do in the exterior area—you can't reach that treasure chest on the left—so proceed into the north doorway to enter the ruins proper.



Examine the two tablets in the interior area for cryptic clues that Psynergy is “celebrated” in this place. Then proceed to the back room.



The floor of the back room features a mural depicting a flower, but some of its tiles are missing. Slide the nearby tile north until it falls into place—you'll need

to search for the remaining three tiles to complete the image.

Konpa Ruins—Second Petal Tile



Exit the mural room and sprint up the east staircase. Head through the far door to explore the second floor's east wing.



Dash straight past the large stone door in the second floor hall and enter the far chamber. Use Move Psynergy to slide the orb pedestal one space to the south, restoring partial power to the ruins.



Backtrack to the stone door you noticed a moment ago and stand on the now-lit floor tile before it. The door swings wide, granting you access to the north passage.



The north area sports a number of movable statues that are all out of reach. Not to worry! Shift the statues onto their adjacent pressure plates with the use of Move Psynergy to create a means of reaching the north passage.

**TIP**  
Use the Psynergy Stone in this chamber if you're low on PP.



Take the north passage to the second floor's next area. Step on the lit floor switch here to raise a block that allows you to return to the main chamber—but don't hurry off just yet!



The second of the four missing petal tiles stands near the north wall. Slide it into the central pit to drop the tile down into the mural chamber. Two more to find!

Konpa Ruins—Third Petal Tile



Exit the chamber through either of its central southern doorways to return to the entry chamber. Step on the lit pressure plate in the statue's lap to raise some stairs below.



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Return to the chamber where you discovered the second petal tile and take the southeast doorway to return to the entry chamber. Go downstairs and then up, taking the stairs you just raised to reach the far-west door.



Proceed through the dark corridor beyond the door, making your way to a chamber with a purple orb. Blast the orb with a gust of Whirlwind Psynergy to activate it, thereby restoring more power.



Activating the purple orb also causes a collection of blossom tiles to appear in the chamber's central space. Blow two whirlwinds to raise the six central tiles, making a sort of "S" shape that will allow you to hop across to the west ledge.



Pass through the northwest door to reach another chamber. Cast a whirlwind to raise the three southwest blossom tiles, then quickly cast another to lift the three in-line tiles to the north. Hurry onto the west

ledge and then leap across the first tiles you raised; you land near a pillar.



Quickly shove the pillar to the ground, then leap across the north tiles that should still be floating. These lead to a nook with a chest—flip its lid to score a valuable elven shirt!



Return to the pillar you recently shoved and slide it one space to the east, then one space to the south. Gust up the six blossom tiles that line the south wall and then quickly return to the west ledge.



Leap along the first three tiles as you did before, then hop to the top of the stone pillar you've moved. Continue hopping along the remaining blossom tiles to reach the east ledge.



Shove the pillar off the east ledge, then slide down. Move the pillar one space to the left, then slide the first pillar two spaces to the north. Use the blossoms one last time to reach the northeast doorway.



The doorway leads to a lift. Ride up to reach the third floor, then hurry down the passage to return to the main entry chamber.



Make a quick U-turn once you reach the entry chamber and enter another doorway leading to a different section of the third floor. Hop the short gap in the chamber beyond and shove the third petal tile into the pit, so it lands in the mural room below.

Konpa Ruins—  
Fourth Petal Tile



Backtrack out of the third petal tile's chamber and take the lift down to the second floor. Cut across the entry chamber and use its east lift to return to the third floor.



Shove the fourth petal tile off the ledge, into the pit, and down to the mural room. Nice work—now you can complete the mural!



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Hurry downstairs and enter the mural chamber. Slide the three petal tiles into place by simply shoving them toward the mural until they click.



The ruins begin to tremble, and two stone ladders rise near the statue back in the entry chamber. Return to the entry chamber and climb the stone ladders to reach the statue's lap.

Gift of the Ancients



The statue begins to speak to the young heroes, asking if they would like to possess the lost words of its kind. Voicing their approval, the statue bestows a marvelous gift, the Glyph Book, which allows its bearer to read the ancient glyphs written on long-lost tablets!



Descend from the statue with Glyph Book in hand and return to the mural chamber. Inspect the stone tablet that stands near the

north wall to find that you're now able to decipher its meaning!



Reading the tablet causes four statues to materialize, one in each corner of the room. Slide each statue in a counterclockwise fashion, placing them all so that their hands are pointing toward the central floor mural.



With the statues in place, the central mural glows blue, humming with energy. Stand atop the mural to rise upward like a lift!

Konpa Ruins—Upper Floors



Exit the fourth floor via the southwest doorway and dash along the balcony, heading for fresh air by sprinting toward the foreground. Take note of the unusual pillars you notice on your way—you'll be using them soon enough.



The party emerges outdoors on a network of stairs and walkways. Head upstairs and stand on the glowing floor tile to open the stone door above.

Note  
Did you spot that Jupiter Djinni on the roof above the stone door? You'll soon make friends!

The Grip Crystal



The door leads to a small chamber with a treasure chest. No obstacles present themselves, so simply open the chest to acquire a special item—the Grip Crystal!

Note  
Only Earth Adepts can use Grip Psynergy, so equip Matthew with the Grip Crystal.



The structure of the room changes after you claim the Grip Crystal—you'll need its power to escape! Stand near the tall pillar and use your newfound Grip Psynergy to zip over to the far pillar.



Next, use Grip Psynergy to pull the blue diamond-shaped object toward you. It turns out to be a key you need to exit the chamber.



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Use Grip Psynergy to zip back across the wide gap, then head downstairs. Insert the diamond-shaped key into the stone gate to open its doors and exit the room with your newfound power.

Swift Djinni



Now that you've got Grip Psynergy, you can reach that Jupiter Djinni on the roof. Save your game and then grip-zip your way across the north pillars to reach the Djinni, who flees to higher ground.



Chase the Djinni around the highest rooftop until it flees to the southwest corner. Then use Grip Psynergy to quickly close in and battle the Djinni to prove your worth!

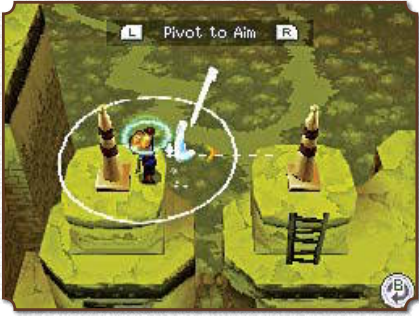


Defeat the Jupiter Djinni as you've done before—it doesn't put up too much of a fight. Nice work—you've scored more elemental power!

Djinni: Jolt

You found a Jupiter Djinni! Try setting it to Karis.

Chest Trek



Next, use your Grip Psynergy to cross the pillars to the east and descend a ladder. There's no need to visit the next area to the east, so head west along the lower walkway.



Ignore the south doorway and sprint to the vines leading downward instead. Climb down to return to the main exterior entrance.



Sprint left across the balcony to locate the treasure chest you noticed when first entering the ruins. Crack open the chest to score a valuable psy crystal!

Treasure Chest 3

You found a chest! It contained a psy crystal.



With your loot safely tucked away, backtrack up the vine and enter the doorway you passed a moment ago to reenter the ruins.

Fire Power



Sprint toward the background and down the halls that follow to reach the fourth floor's east chamber. A red orb rests here—use Grip Psynergy to move counterclockwise around the room, heading for the central platform.



Once you reach the central platform, lob a fireball at the red orb to spark it up, restoring yet more power to the ruins.



Backtrack to the main chamber's balcony and approach a large block that's now glowing with red energy. Blast the block with a fireball to banish it from your path and sprint into the far door.



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You've returned to the room with the mural lift. Hop onto the mural to ride back down to the first floor.



The entry chamber's central pedestal is alight with red energy now. Strike it with a fireball to destroy the pedestal, revealing a staircase to lower levels.



The ruins are behind you now, but a dangerous cave lies ahead. (No wonder Carver took the gondola.) Stand on the glowing floor tile to open the way forward, then step through to Konpa Cave.

Konpa Cave





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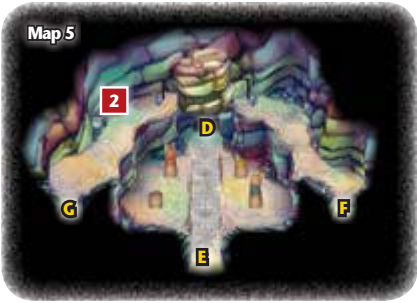
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Chests		
Icon	Contents	✓
1	Elven rapier	<input checked="" type="checkbox"/>
2	Cookie	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Nowell	During dialogue.	<input checked="" type="checkbox"/>
Belinsk	During dialogue.	<input checked="" type="checkbox"/>
Rief	During dialogue.	<input checked="" type="checkbox"/>
Glyph Book	During dialogue.	<input checked="" type="checkbox"/>
Harapa	During dialogue.	<input checked="" type="checkbox"/>
Blados	During dialogue.	<input checked="" type="checkbox"/>
Khiren Mountains	During dialogue.	<input checked="" type="checkbox"/>
Ei-Jei	During dialogue.	<input checked="" type="checkbox"/>
Douse Psynergy	Gained automatically after Rief joins the party.	<input checked="" type="checkbox"/>



Konpa Cave's first area is very straight-forward—simply run north toward the far doorway, heading deeper into the dank.



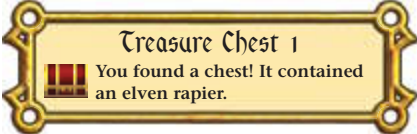
In the second area, use Grip Psynergy to cross the wide, north gap. Use the power again after descending a slope to reach the



central platform, where a stone pillar stands. Shove the pillar off the platform, then slide down and move the pillar one space to the left.



Grip back over to the central platform and hop across the pillar to reach a neighboring ledge. Grip north to reach a treasure chest containing a finely crafted elven rapier!



Equip the elven rapier without delay—it's a fine weapon. Save your game and then slide down from the ledge. Enter the north doorway, continuing downstairs and through another doorway to reach the next area.

Friendly Faces



The cave's third area holds a massive Psynergy Vortex—the biggest one yet. To the party's relief, it also holds the man they've been looking for—Kraden!



Kraden is locked in an intense discussion with two of his students: a young woman named Nowell and her learned brother, Rief. The trio seems to be conducting some sort of research on the vortex.



Before the party can make their presence known, enemy soldiers drop in from the ceiling. Time for a showdown!



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Boss Battle:  
Stealthy Scouts

HP: 354

Weaknesses: All elements



Tackle this troublesome trio as you would any other challenging foe: Begin by unleashing Djinn to score damage and bolster your party, then start casting powerful summons to mop up whatever's left. The Scouts have powerful attacks, so don't let any party member's HP fall too low—use healing Psynergy to keep everyone in good health and outlast these sneaky fiends.



Thrilled at the party's success, Kraden calls out his compliments on a job well done. Unfortunately, the conversation doesn't get far beyond introductions—mysterious voices call out from the shadows!



The strangers soon make their appearance, and it's frightening. They've already captured Kraden's student, Rief, and waste little time mocking the party from their elevated vantage.



One of the strangers identifies himself as Blados and says he's going to leave Rief at one of the cave's two exits. Kraden and Nowell head through the north exit; our heroes must flee through the south passage. Who will end up finding poor Rief—and in what state will they find him?

Escaping the Cave

Flee through the south passage to reach the cave's final area. Roll two fallen pillars out of your path as you make for the south exit.



To exit the cave, you must align the central fallen pillars to form a makeshift bridge. First, roll the west pillar to the east, then cross the cavern and roll the east pillar to the west.



Next, shove the central pillar to the west (the only one that can roll in that direction), then push the south pillar north. Finally, shove the west pillar back east to create a makeshift bridge leading toward daylight.

Cave-In



Fleeing the cave, the party is stunned by a massive explosion—Blados and his goons have detonated explosives, causing a cave-in and trapping our heroes on this side of mountains!



Unable to contend with Blados, the party is forced to proceed south. They've cleared the Konpa ruins at last, but it seems as if there will be no going back!





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Then more strangeness—a wooden crate comes hopping into view. After smashing apart, the party is shocked to see a bound and gagged Rief!



Blados reappears to mock the party once more before departing with his men. United by a common enemy, Rief decides to join our heroes, lending them his skill as a budding Water Adept!

Note

Rief has just one Djinni, so take a moment to reorganize your Djinn before moving on. Give Rief your Mercury Djinni to add to his natural elemental might!



Before sauntering onward, scale the steps to the right and climb a tree. Leap over to a higher ledge and grow a vine from a tiny, wiggling plant.



Climb the vine and sprint to the left. Slide down the slope and inspect the odd stone statue to completely restore your party's HP and PP!



Next, reenter Konpa cave from this high vantage to reach an elevated chest. Crack it open to score a PP-boosting cookie!



With the cookie resting in a hero's tummy, backtrack out of the cave and slide down a pair of slopes on your way to the ruins' south exit.

Konpa Shrine



Sprint up the west steps and open the chest there, but don't get your hopes up—it's empty! Still, there must be *something* around here....



Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Megaera)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Empty!	<input checked="" type="checkbox"/>



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Three torches stand nearby—the closest one is unlit. Leap onto that torch, then use Rief’s Douse Psynergy to send a rain cloud over the adjacent torches, causing them to fizzle out.



Hop across the now-harmless torches to reach the east ledge. Go north and then use Grip Psynergy to zip back over to the west ledge.



Good work—you’ve discovered an ancient stone tablet! Inspect the tablet to gain the use of a new summon: Megaera!



With your new summon secured, backtrack out of the cave and proceed east to reach Harapa village.

# Chapter 4: Kingdoms at War

## Harapa



Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	15 coins	<input checked="" type="checkbox"/>
2	Box	Nut	<input checked="" type="checkbox"/>
3	Barrel	Apple	<input checked="" type="checkbox"/>
4	Pot	Khiren water	<input checked="" type="checkbox"/>
5	Box	Herb	<input checked="" type="checkbox"/>
6	Barrel	Sleep bomb	<input checked="" type="checkbox"/>
7	Gravestone	Sacred feather	<input checked="" type="checkbox"/>
8	Pot	Oil drop	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
△	Cinder	Mars	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Passaj	Dialogue with villager.	<input checked="" type="checkbox"/>
Kaocho	Dialogue with villager.	<input checked="" type="checkbox"/>
Ayuthay	Dialogue with villager.	<input checked="" type="checkbox"/>
Nhamu	Dialogue with villager.	<input checked="" type="checkbox"/>
Nhemo	Dialogue with villager.	<input checked="" type="checkbox"/>



Harapa may be the “City of Ruins,” but the place is alive and bustling with activity. Make a thorough examination of the city, speaking with every villager for Encyclopedia entries and checking this guide’s map to see where every bit of hidden loot lies.



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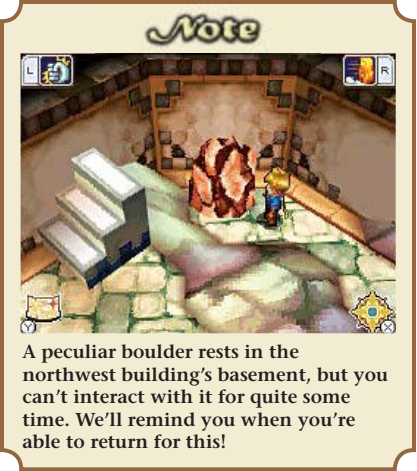
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Visit the town's central shops to sell unwanted items and upgrade your party's gear. Harapa offers better arms and armor than you've seen in previous regions, and you should have significant coin to spend by now.



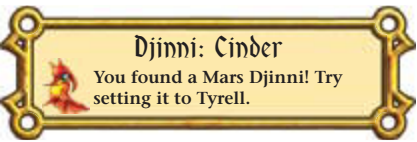
Enter the temple on the right side of town and sprint upstairs. Collect an oil drop from a pot in the attic before exiting to the building's balcony.



Use Rief's Douse Psynergy to extinguish the north flame so you may hop onto the town wall. Follow the wall north into the old ruins.



Our heroes can't accomplish much in these old ruins at present—but they can claim a Mars Djinni from the far end of the wall! Retrieve the Djinni and then backtrack to Harapa proper.



Enter the tent on the east side of town to speak with two seer sisters, Nhamu and Nhemu. One of them is terrified by a vision of the distant future she sees of the party—the other provides useful (albeit cryptic) clues regarding our heroes' immediate future.



When you've finished exploring Harapa and have checked every item off those lists, save your game and then proceed through the town's southeast exit to return to the World Map.



As the party exits Harapa, they pause for a brief council. Curious as to what their next move should be, Rief suggests they attempt to reach a nearby town called Passaj, which stands at the foot of the Khiren mountains. The plan sounds as good as any, and our heroes set off without delay.



Passaj lies to the north, but it's a treacherous climb up the mountain to reach the village. Before struggling to reach Passaj, take a moment to visit two kingdoms in the area: Ayuthay and Kaocho. It's worth the trip!



You can visit either kingdom first, but for the purposes of this walkthrough, let's start with Ayuthay. Travel southward to get there, following signposts you see.



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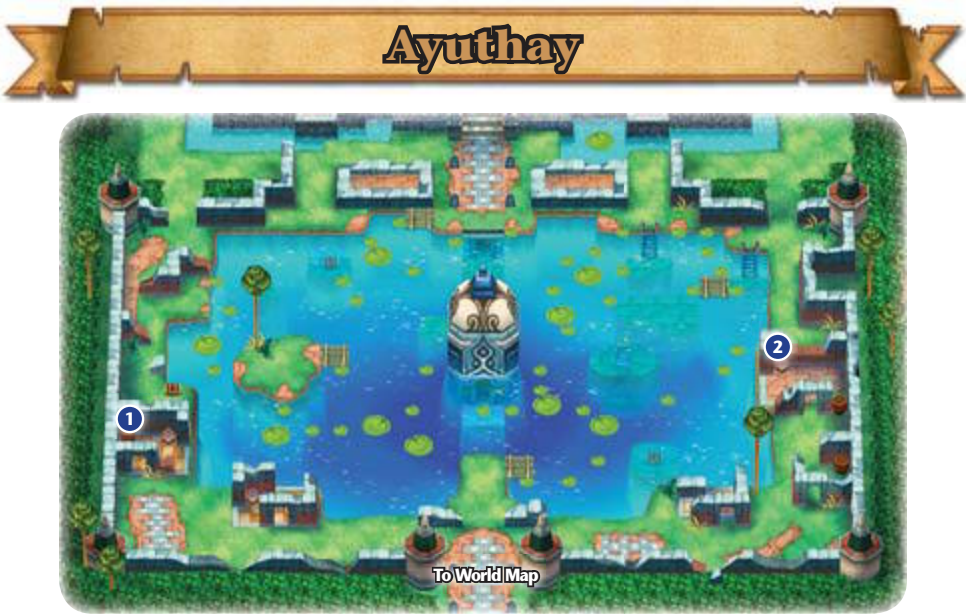
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Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	Herb	<input checked="" type="checkbox"/>
2	Pot	Antidote	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
King Wo	Dialogue with guard.	<input checked="" type="checkbox"/>



Arriving at distant Ayuthay, the party finds the city under siege. Armed guards from the neighboring kingdom are everywhere, securing the city while they await further instructions from their leaders at Kaocho. It's not a happy scene for the citizens of Ayuthay!



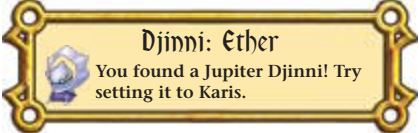
You can't do much at Ayuthay at present, but speak with the guards to gain some insight into the conflict between Ayuthay and Kaocho. Inspect the various barrels and boxes to score a few treats as well before departing.



Djinn			
Icon	Name	Type	✓
▲	Ether	Jupiter	<input checked="" type="checkbox"/>

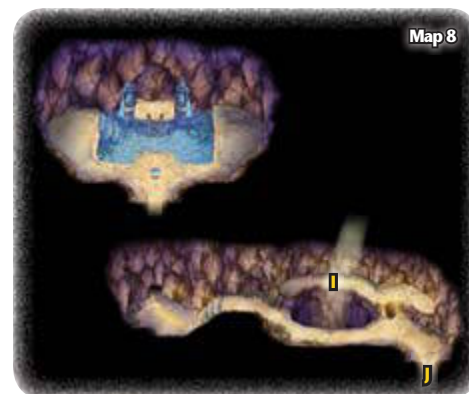


Kaocho lies to the northeast—follow signposts to help you get there. But before entering Kaocho, explore the forest to the west, just across the river, to encounter a hidden Jupiter Djinni! Defeat this Djinni to gain its company, then continue to Kaocho.





## Appendix




Djinn			
Icon	Name	Type	✓
	Steel	Venus	<input checked="" type="checkbox"/>



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Encyclopedia Entries		
Title	How to Get	✓
Sana	Bookcase.	✓
Emperor Ko	Bookcase.	✓
Sanan People	Bookcase.	✓
Endless Wall	Bookcase.	✓
Ku-Tsung	Bookcase.	✓
Ku-Embra	Bookcase.	✓
Emperor Unan	Bookcase.	✓
Jenei	Bookcase.	✓
Chalis	During dialogue with King Wo.	✓
Kan-Shuku	During dialogue with King Wo.	✓
Ouroboros	During dialogue with King Wo.	✓
Meisa	During dialogue with King Wo.	✓
Kaocho (updated)	Dialogue with villager (after speaking with King Wo).	✓



With many of its soldiers away at Ayuthay, Kaocho's streets are somewhat quiet. Speak with villagers for Encyclopedia entries and inspect objects to accumulate loot.



The library to the right of the temple is filled with useful information. Examine each bookshelf to score more Encyclopedia data.



Speak to the old woman in the northwest building, who asks you to bring a gift to her grandchild in Sana. It'll be a long time before you're able to make this delivery, but agree to do so anyway.



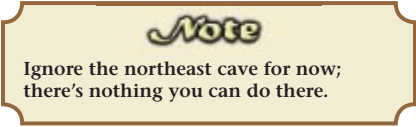
Kaocho's shops are worth checking out. Sell any unwanted items and outfit your party with more effective gear.



Did you spy that treasure chest on your way into Kaocho? To reach it, cross the east bridge, then use a lily pad to hop back across the river.



Two Djinn are visible at the west side of town, but only one of them is currently attainable—the Venus Djinni to the north. Reaching this Djinni is quite involved, however—begin by running north along the left side of the east river.



When you reach the north half of Kaocho, hop across the lily pads to circumvent a rock and continue along.



Scale the short stone steps to reach a rocky ledge near Kaocho palace, then hop over to the palace's low outer wall.



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Use Grip Psynergy to zip across the wide gap near the palace steps, targeting the far flagpole as your anchor.



When you reach the west side of the palace's outer wall, descend a short ladder to return to the ground. Then run along the right side of Kaocho's west river, returning to the south half of town.



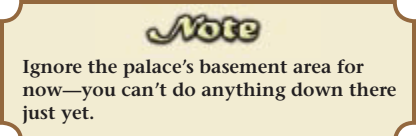
There's the Venus Djinni! Hop across a lily pad to claim this new and worthy companion.



With the town fully pillaged, proceed north toward the palace. A guard stops you at the entrance—confirm that your party is expected and he'll let you pass.



Enter the palace and begin talking to servants and guards for info. Search around to score some loose loot as well.



After speaking with folks inside the palace, head up the central stairs for an audience with the King of Kaocho.



Upon entering the throne room, our heroes take cover and eavesdrop as King Wo speaks with his council. It's not long before the party is noticed, however.



Wo seems to be expecting a group of Adepts and is pleased at seeing the youngsters. Before anyone can act, familiar guards descend from the ceiling and force the party to approach the throne.



It seems that Kaocho is in league with the villain Blados and his people—whomever they might be. One of Kaocho's advisors, a woman named Chalis, seems to be the one in charge.



Chalis and the king tell the party of a relic of great importance that's kept in a labyrinth beneath Kaocho known as the Ouroboros. Only Adepts can retrieve this relic, and King Wo demands that our heroes do just that. To aid the party in their efforts, King Wo gives them a letter that declares the party to be loyal subjects in service to the king.



Tyrell speaks out of turn, earning the king's ire. Sensing treachery, King Wo opens a trap door beneath our heroes' feet, dropping them into the Ouroboros labyrinth!



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*Shaken by their unexpected descent, the party slowly gathers their wits. They've no intention of helping King Wo, who is obviously in league with Blados and not very nice. They decide a hasty escape to be the best course of action.*



Proceed through the only doorway and shove a snake statue out of your way in the area that follows. Leap to the neighboring ledge and continue along.



The party appears to have reached a dead end, but things aren't always what they seem. Faint light shines from behind a north snake statue—use Move Psynergy to slide it out of the way, exposing an exit!



Sprint down the cave that follows until you reach another dead end. Grow the nearby plant into a vine and climb up.



The vine leads up to a sunny cavern. You can't do much with the pool to the north, so simply exit through the south to return to Kaocho.



It's time our heroes were moving on—there's nothing else you can do in Kaocho at present. Proceed south, navigating some bamboo trees on your way out of Kaocho.

**TIP**  
On your way out of town, speak to the villager near Kaocho's south gate for a new Encyclopedia entry!

Back to Ayuthay



What an ordeal! Still, the extra Djinn and gear were worth the hassle. It's time to test out the letter that King Wo gave you—make your way back to Ayuthay.

Ayuthay—Revisited





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Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	Herb	✓
2	Pot	Antidote	✓
3	Tree	Apple	✓

Chests		
Icon	Contents	✓
1	Cookie	✓

Official Business



Things go differently for the party during this visit to Ayuthay. Show the guards the letter King Wo gave you and they'll let you go where you please.

**Note**  
We've left the previous loot icons on the Ayuthay maps in case you missed them before.



Step onto the raft beyond the central guards and cast a whirlwind to the south. The force of the gust shoves your raft to the north, where it comes to rest against some lily pads.



Cast a second whirlwind to float westward. When you hit a large lily pad, hop off and skip over to a tiny nearby isle.

**TIP**  
Climb the isle's tall tree to discover an apple!



Board a second raft and travel north, then west, to reach dry land. Open the chest you discover here to score a tasty treat.

**Treasure Chest 1**  
You found a chest! It contained a cookie.



Return to the raft and backtrack east, then south, landing at the tiny isle once more. Go east this time, then north, to reach the trail leading toward Ayuthay's northern half.



Present King Wo's letter to the guards near the palace to gain entry. Ignore that Jupiter Djinni on the lily pad—you can't claim it now.



Inside the palace, the party finds two fearsome Kaocho generals wrecking the place. The men seem very intense, but they settle down when they see King Wo's letter. Laughing at the youngsters, the generals leave them to investigate the palace.



Rief believes Ayuthay is too puzzling to fully explore at the moment and suggests that the party travel to Passaj for more information before proceeding. A sound plan!



You've met the generals and claimed some worthy loot, but there's little else you can accomplish at Ayuthay at present. Return to the raft and sail back south, leaving the city for the time being.

To Passaj



Retrace your steps northward, following signs back to the Passaj mountain climb. Save your progress before attempting the climb—even with the extra gear and Djinn you've obtained, the journey is still quite perilous!



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Passaj Mountain Climb



Up We Go



To reach Passaj, you must brave a long journey up a treacherous mountain. Begin by scaling the left steps and shoving a stone pillar to the right so you may reach a ladder.

Note

Ignore the cave to the right—this is eventually used as a shortcut to reach Passaj directly, but it's not functional right now.

Chests

Icon	Contents	✓
1	Leather boots	<input checked="" type="checkbox"/>
2	Blow Mace	<input checked="" type="checkbox"/>

Djinn

Icon	Name	Type	✓
▲	Bark	Venus	<input checked="" type="checkbox"/>

Encyclopedia Entries

Title	How to Get	✓
Zol	Dialogue with worker.	<input checked="" type="checkbox"/>



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Continue until you encounter a traveler who's inspecting a broken ladder. You can't climb up, so continue to the left and cast a whirlwind to raise a wind blossom so you may advance. Continue onward and enter the cavern above.



After moving into the cavern, immediately turn around and return to the outdoors. Backtrack to the traveler you noticed before and slide down the nearby slope to land near a treasure chest. You can reach the chest without leaving and returning by going to the left after climbing down the ladder and moving the pillar one square to the right. This will allow you to slide down the slope as well.



Open the chest to score some leather boots. Equip them, then grow a nearby vine to return to the previous ledge and lift the wind blossom again to return to the cavern.

Treasure Chest 1

You found a chest! It contained leather boots.



Odd floating blocks hover within the cavern. These blocks are formed of a lightweight material called Zol—shove them into the central updraft and watch as they take flight. Wild!



Venture north and slide a stone pillar to plug up a hole from which wind gusts continually blow. Then proceed east and shove the next floating block you encounter out of your way so you can scale the northeast stairs.



The stairs lead to a mining area. Speak to the workers here for a new Encyclopedia entry ("Zol"), then cast a whirlwind to raise the zol block to the left so you may proceed.

Note

You can't reach the Venus Djinni to the right due to strong winds, but we'll come back for it soon enough.



Shove another zol block out of your way in the next area, then climb some ladders. Slip past the wind gusts and then slide down the far-right slope, landing near the zol block you just pushed. Now shove the block southward so you can proceed.



Stand to the left of that same zol block and push it to the right. The block is lifted by an updraft to the right, causing it to hover in midair. Now you can reach the chest on the nearby ledge!



Climb a few ladders and leap across that floating zol block to reach the chest ledge. Flip the chest's lid to score a rare weapon called the Blow Mace, then hop back across the block and proceed through the nearby doorway.

Treasure Chest 2

You found a chest! It contained a Blow Mace.



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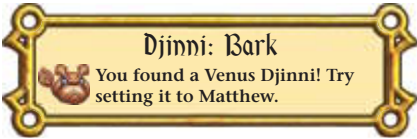
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You've returned to the previous area but are now on the east side. Slide down from your ledge and slip past the wind gust to the left so you may do battle against the nearby Venus Djinni. Defeat the Djinni to prove your worth and claim a new magical ally.



Head up the nearby ladders and stairs to return to the outdoors. Simply ascend through this area and the next, ignoring the slopes and the cave beneath the wooden bridge on your way up to Passaj.

*Note*  
You can't reach the Mars Djinni on the ledge near Passaj for quite a while, but it will be yours eventually.

Passaj



Map 2



Map 7



Map 3



Map 4



Map 6





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Hidden Loot			
Icon	Object	Contents	✓
1	Bookshelf	Sun Saga 3	✓
2	Pot	Nut	✓
3	Pot	10 coins	✓
4	Barrel	Herb	✓
5	Barrel	Power bread	✓
6	Pot	Antidote	✓
7	Pot	55 coins	✓
8	Pot	Smoke bomb	✓
9	Box	Bramble seed	✓

Chests		
Icon	Contents	✓
1	Quality zol	✓

Encyclopedia Entries		
Title	How to Get	✓
Sheba	During dialogue with Rief.	✓
Soarwing (updated)	During dialogue atop village.	✓
Craggy Peak	During dialogue atop village.	✓
Neox	During dialogue atop village.	✓
Alchemy Forge	During dialogue atop village.	✓
Exathi	Dialogue with villager.	✓
Fori	Dialogue with villager.	✓
Bogho	Dialogue with villager.	✓
Sol Mask	During dialogue.	✓
Paithos	During dialogue.	✓
Alchemy Well	During dialogue.	✓
Ouroboros (updated)	During dialogue with elders.	✓
Baghi	During dialogue with elders.	✓
Amiti	During dialogue with elders.	✓



Thrilled to be back to civilization, Rief wastes no time leading the party to the very top of Passaj, where Kraden believed that transport across the Khiren Mountains would be possible.



The party finds the passage that Kraden mentioned—unfortunately, they'd have to be light as a feather to float along the cloudy passage that leads to the neighboring Craggy Peak!



Rief recalls Kraden saying that the Alchemy Forge might play a role in activating the cloud passage, but only a wide variety of Psynergy could get the forge working again. In need of answers, the party decides to investigate Passaj more thoroughly.



Backtrack down to Passaj proper and begin speaking with the locals. Enter the large central building to advance the plot.



Rief instantly recognizes the giant contraption here—it's the Alchemy Forge! But the forge seems totally inactive.



Noticing a flame-like symbol on the wall, Karis tells Tyrell to try launching a fireball. The young Fire Adept complies, and the building begins to hum with energy that quickly fades.



Our heroes are on the right track, but some of the forge's vital connectors seem to have fallen out of place. Go to the right side of the machine and use Move Psynergy to slide a movable pillar one space to the right.



Next, slide the large nearby zol block as follows: north, west, and then north again. This sets the block in the proper position.



Mosey over to the west side of the room and shove the westernmost zol block once to the east, and then once to the north. Shove the other zol block west, north, east, and then north again to properly align both blocks.



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Now that all the connections are made whole, hurl another fireball at the central flame mural to fire up the Alchemy Forge—for real, this time!

Elder Ire



The Alchemy Forge's sudden activation draws the attention of Bogho, one of Passaj's elders. The old man views the party as intruders until they at last manage to calm him down.



The Alchemy Forge is running, but not at full capacity. A vital item known as the Sol Mask is needed to bring about full activation—and as it turns out, this is the same relic that King Wo wanted the Adepts to retrieve from the depths of the Ouroboros labyrinth!



Bogho departs, urging our heroes to join him and the rest of Passaj's elders in their meeting chambers. Exit the Alchemy Forge and run up Passaj's stairs, entering the highest building, which was previously locked.



Before approaching the elders, inspect the bookshelf that's just inside of the building to score Sun Saga 3.

Sun Saga 3

You found the third Sun Saga! Collect all five to complete the tale.

Meeting of the Minds



Sprint to the left after pocketing the third Sun Saga—all of Passaj's elders are gathered in the adjoining room. Speak to each one for advice. As it turns out, Bogho's grandson, Baghi, has the answers you seek.



Baghi knows that the party will need special guidance to navigate the Ouroboros, and believes that the people of Ayuthay can provide such support. He hands Matthew a special instrument, the Tree Flute, telling him that he'll need it to access Ayuthay's secret underground.

Pillaging Passaj



You've got what you need to proceed, but there are still a few worthy finds hidden around Passaj. Enter the temple and dart into its back room to reach an old cavern. Shove the large zol block found here as follows: east, south, east, then north. Now you can pass through the far doorway!



The doorway leads to a chamber with a treasure chest. Pop it open to score some quality zol!

Note

Quality zol is used to forge special items at an as-yet undiscovered location. You won't be able to use it for quite a while, but keep it handy!

Treasure Chest 1

You found a chest! It contained quality zol.



The quality zol was the big find here at Passaj, but many other worthy items await discovery. Review this guide's maps to score all sorts of goodies, especially from the inn and its back rooms.



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Note

Passaj’s weapon and armor shop won’t be in service until the Sol Mask has been fitted into the Alchemy Forge, so don’t bother trying to solve the block puzzle in the shop for now. We’ll give you the easy solution when the time is right.

Going Down

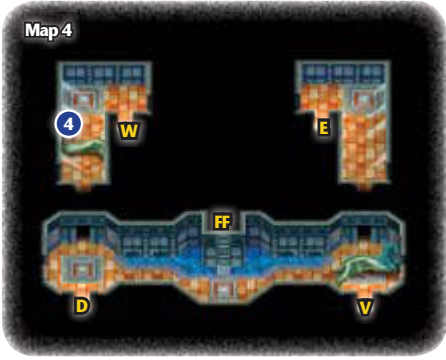
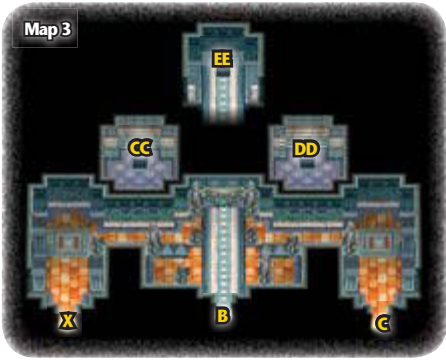


Note

The Alchemy Forge must be powered up for the Passaj elevator to function.

# Chapter 5: Insightful Guidance

## Ayuthay—Third Visit



When you’ve finished taking Passaj for everything it’s worth, descend the ladder near the items vendor and enter the stairwell beyond. Maneuver through the cavern that follows to reach an elevator that bring you all the way down to the base of the mountain climb, then make tracks for Ayuthay.



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Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	Herb	<input checked="" type="checkbox"/>
2	Pot	Antidote	<input checked="" type="checkbox"/>
3	Tree	Apple	<input checked="" type="checkbox"/>
4	Pot	53 coins	<input checked="" type="checkbox"/>
5	Pot	44 coins	<input checked="" type="checkbox"/>
6	Box	Nut	<input checked="" type="checkbox"/>
7	Cabinet	Open helm	<input checked="" type="checkbox"/>
8	Pot	Sleep bomb	<input checked="" type="checkbox"/>
9	Pot	35 coins	<input checked="" type="checkbox"/>
10	Barrel	Elixir	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Breath	Jupiter	<input checked="" type="checkbox"/>



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Chests		
Icon	Contents	✓
1	Cookie	✓
2	Power bread	✓
3	Crystal powder	✓
4	299 coins	✓
5	Vial	✓
6	Leather boots	✓
7	Water of Life	✓
8	Glittering tiara	✓
9	Dragon shield	✓

Encyclopedia Entries		
Title	How to Get	✓
Tree Flute	During dialogue with Amiti.	✓
Veriti	During dialogue with King Paithos.	✓
Luna Mask	During dialogue with King Paithos.	✓
Insight Glass	During dialogue with King Paithos.	✓
Barai Pond	During dialogue with King Paithos.	✓
Paithos (updated)	Dialogue with King Paithos's servants.	✓
Ayuthay (updated)	Dialogue with King Paithos's servants.	✓
Veriti (updated)	Dialogue with King Paithos's servants.	✓
Elements	During dialogue.	✓
Sand Prince	During dialogue.	✓
Arid Heat Psynergy	Gained automatically after defeating the Sand Prince.	✓
Alchemy Well (updated)	During dialogue (after clearing Barai Temple).	✓
Amiti (updated)	Dialogue with villager (after clearing Barai Temple).	✓

Seeking the Tree



Back at Ayuthay, use Whirlwind Psynergy to sail along the rafts, crossing over to the city's north half. Sprint upstairs, past the Kaocho soldiers, and enter the castle.

**Note**

If the guards get in your way, show them King Wo's letter. If you don't have this item, you need to visit Kaocho to the east and speak with the king. Refer to the previous walkthrough chapter, "Kingdoms at War," for details.



Turn right after entering the castle and exit via the east door. Grow a vine outside to scale the castle wall.



Turn left after climbing the vine and enter the west door to reach the castle's third floor. Cut across the hall and proceed through the east doorway, then exit via the next doorway that follows to head back outside.



You've reached a courtyard high atop the castle—a massive tree with a large stone face stands to the north. Use the Tree Flute to reveal a hidden passage, which Matthew and company end up tumbling into!

**Tip**

Before playing the Tree Flute, enter the west doorway and nab some coinage from the pots in the small corridor beyond.

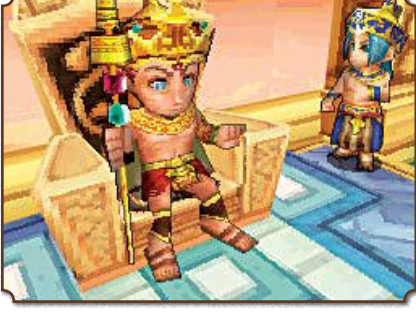


Our heroes find themselves surrounded when they land. A young man introduces himself as Amiti and tells the visitors that they are most welcome. He invites them to meet Paithos, the King of Ayuthay, and departs without delay.



Follow Amiti through the secret door he shows you and up the staircase beyond. Speak to the guard outside the throne room and search the pots on the right for loose change.

Meeting the King



King Paithos is pleased that worthy Adepts have found their way to his court. Much is revealed about the history of Ayuthay and its young prince, Amiti, during the long dialogue.

Paithos explains that Ayuthay's Alchemy Well works in tandem with Passaj's Alchemy Forge. When both machines are running, their power is vastly greater. Ayuthay therefore has a vested interest in helping our heroes locate the Sol Mask they seek.



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The king informs the party that a special item called the Insight Glass is needed to solve the mysteries of the Ouroboros labyrinth, where the Sol Mask currently resides. The Insight Glass is hidden in the watery depths of the Barai Temple, which is submerged beneath the waters just outside the castle.



The waters must be drained from Ayuthay for the Adepts to enter Barai Temple, and to do that, Ayuthay's Alchemy Well must be put in reverse. Amiti agrees to help our heroes in their daunting task, and King Paithos wishes the party well.

Reversing the Alchemy Well



Speak with King Paithos's servants after completing the dialogue for additional info and Encyclopedia entries. Then backtrack out of the throne room, returning to the castle's second floor.



There's lots to explore around the castle—feel free to grab loot, referring to this guide's maps to find it. When you're ready to move along, descend the second floor's far-east stairs to reach the first floor's holding cells.

**Note**  
You can't open any of the chests you see around the castle until later, so don't fret over them now.



Proceed through the holding cell area's south door to reach the heart of Ayuthay—a hidden underground city. Browse the shops and talk to folks before entering the central structure to reach the Alchemy Well.

Sleeping Prince



When he enters the Alchemy Well, Amiti is overtaken by a voice coming from a nearby chamber. The voice tells Amiti: "Release my bonds. I will drink the pond dry. The Sand Prince must sleep no more..."



That message has to mean something! Save your progress, then enter the Alchemy Well's back room to discover an odd chamber full of sand. Stand in the sandy pit and play the Tree Flute to awaken the Sand Prince—but be prepared for a showdown!



The Sand Prince demands the party prove their might before he'll lend them his power. Treat this as a boss encounter, unleashing Djinn before calling down devastating summons.

**Caution**  
The Sand Prince unloads devastating earth-based attacks, so make sure to keep all members of your party in good health throughout the battle.



Impressed by our heroes' valor, the Sand Prince at last gives them his power: a sacred gemstone that houses his essence. Equip Tyrell with the Sand Prince gemstone to give him the use of Arid Heat Psynergy!

**TIP**  
Read the signpost before leaving the sandy back room to update your Encyclopedia entry for the Sand Prince.



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With the Sand Prince in your possession, exit the back room and approach the ornate bowl of water at the center of the Alchemy Well chamber. Target the bowl with Arid Heat Psynergy to evaporate the water. This throws the Alchemy Well into reverse, dramatically reducing the water level all throughout Ayuthay!



Now that Ayuthay's water level has dropped, you can access several goodies that you couldn't before. Begin by entering the newly-drained channel along the west side of the city, heading for the north doorway that leads into the inn.



Use the dry channel to sneak behind the innkeeper, cracking open a treasure chest for some power bread.



Backtrack out of the inn and loop all the way around the channel in a counter-clockwise fashion. Sprint down the southeast stairs to reach the east half of the castle's basement.



A chest sits in a small alcove in the basement's east half. Open it for some crystal powder that's useful in battle.



Return to the main city and head down either the south or southwest stairs to reach the west side of the basement. Use your newfound Arid Heat Psynergy to evaporate the puddle of water that blocks a passage, then head through.



The passage leads to another small alcove with a chest. Flip its lid to score some hefty coinage.



Exit the basement via its northwest door to reach an area with a movable column. Shove the column two spaces north and then two spaces west to slide it onto a small recess in the floor. That's all you can do here for now, but don't worry—we'll grab that elevated treasure chest later.



Backtrack to the city proper and ascend either of its north staircases to reach the second floor. Proceed to the northwest room and navigate the stacked crates to reach a chest that was previously submerged.



Backtrack down to the castle's basement and exit the castle via the basement's south doorway. The water level has indeed dropped outside; use the nearby raft to reach the left chest.



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**TIP**

If you haven't yet stocked up on weapons and armor at Ayuthay's fine shops, now's the ideal time to do so. Head back inside and do some dealing.

**Treasure Chest 5**

You found a chest! It contained leather boots.



Next, sail the raft south, then east, to reach some lily pads. Skip across them to the east to reach a second raft.



Sail the second raft south, then west, then north, then east, looping around the isle and landing near a ladder. Ignore the ladder and hop across the east lily pads instead to reach a second ladder. Climb this one to reach a grassy path that leads north.



The path leads to another raft. Travel west in the raft to at last reach that Jupiter Djinni that's been taunting you ever since your second visit to Ayuthay.

**Djinni: Breath**

You found a Jupiter Djinni! Try setting it to Karis.



Now sail east and north, following the river to the far northeast bank, where a treasure chest lies. Pop it open to claim some precious Water of Life.

**TIP**

Spread Water of Life evenly among party members—this allows multiple heroes to revive fallen comrades, giving you more flexibility in battle.

**Treasure Chest 6**

You found a chest! It contained Water of Life.



Backtrack to the previous area and descend the ladder. Cross the lily pads to return to the second raft you used, but don't sail it. Instead, hop across lily pads to reach the first raft you used, which is moored just to the south, and keep hopping lily pads to reach a south isle with a movable pillar.



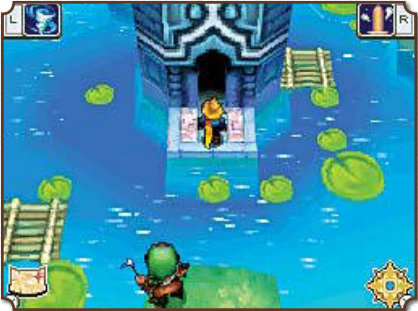
Slide the pillar south, dunking it into the water. Cut back across the lily pads to reach the northernmost raft (the second one you used) and sail it west, then south, then east, coming to a stop against the pillar you've just moved.



Sail south from the pillar to reach a small isle with a chest. Crack it open to claim a valuable glittering tiara.

**Treasure Chest 7**

You found a chest! It contained a glittering tiara.



You've likely blown through lots of Karis's PP by now. Run around the chest again and again to refuel before skipping across the lily pads to reach the central structure. Save your game and then head inside to begin your exploration of Barai Temple.



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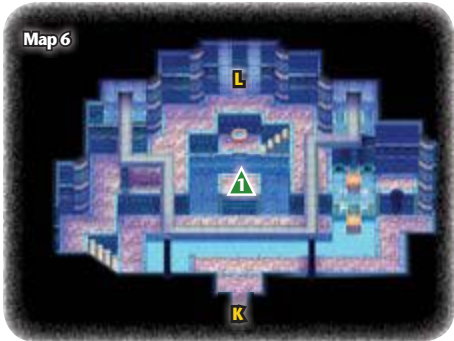
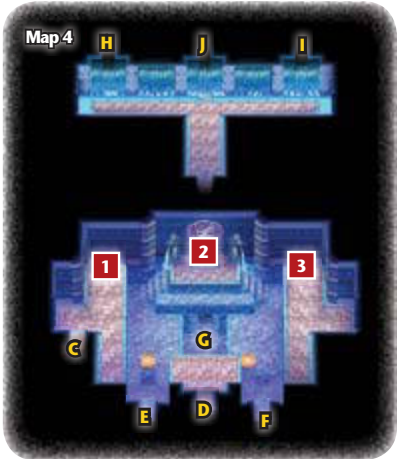
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Barai Temple



Encyclopedia Entries		
Title	How to Get	✓
Insight Psynergy	During dialogue with ward.	<input checked="" type="checkbox"/>
Whirlwind Psynergy	During dialogue with party.	<input checked="" type="checkbox"/>
Insight Glass (updated)	During dialogue with party.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
	Surge	Mercury	<input checked="" type="checkbox"/>

In Search of Insight



A familiar-looking bowl rests inside the temple's tiny entry chamber. Evaporate its water with Arid Heat Psynergy to lower the water level in the temple and descend to the floor below.



Sprint north to reach the next area. Hop across the floating blocks on the left to pass through the west doorway. Proceed through the corridor that follows to reach the next area.

Chests		
Icon	Contents	✓
	Empty!	<input checked="" type="checkbox"/>
	Letter	<input checked="" type="checkbox"/>
	Storm Brand	<input checked="" type="checkbox"/>
	Kimono	<input checked="" type="checkbox"/>



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A chest sits in plain view in the next area, but sadly, it's empty. No matter—continue through the south doorway to return to the previous area.



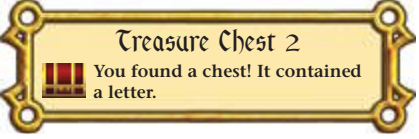
Hop across the floating blocks to reach this area's central water bowl. Make that water disappear as you've done before to lower the water level in the temple.



Descend the south ladder and go right. Use Move Psynergy to slide a pillar one space toward you, then backtrack and head left, moving through a north doorway.



You've returned to the room with the empty chest, but the low water level allows you to scale the north steps and open another chest. This one contains a letter that congratulates the party on their progress, but warns that more trials lay ahead.



Mosey to the room's right side and use Move Psynergy to slide a small block one space to the right. Now backtrack to the previous area.



Return to the water bowl you drained before. This time, use Rief's Douse Psynergy to refill the bowl, restoring the water to its original level.



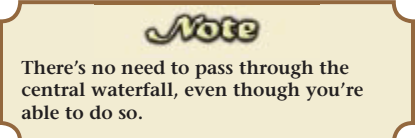
With the water level restored, enter the north doorway and hop across the block you just moved to reach a chest on a ledge. Crack it open to score a rare blade.



Lower the water level once more, loop around the treasure chest room, and exit via its southeast doorway to reach another water bowl. Banish the water from this bowl to drop the water level even lower.



Proceed through the north doorway and run straight through the treasure chest room's lowest passage to reach a wall of waterfalls. Take a breath and hop into the far-left waterfall to reach the next area.



You emerge on a tiny ledge with a treasure chest. Pop it open to score a new piece of armor.



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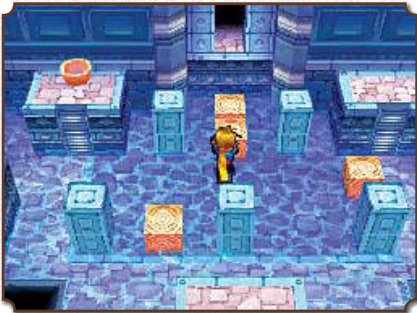
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Skip back through the waterfall and sprint to the right. Hop through the far-right waterfall this time, then cross the floating blocks beyond to reach another water bowl. You know what to do!



Descend the ladder after draining the water and push the nearest block four spaces to the east, lining it up with the block to the north. Shove that north block one more space to the north, then shove the previous block two spaces north so that it's touching the north block (as shown).



Return to the water bowl and use Douse Psynergy to refill it, raising the water level again. If you slide the blocks correctly, you can now hop to the north doorway and continue onward.



Ignore the Mercury Djinni and water bowl in the next area for the moment and simply pass through, heading for the north doorway.



Examine the tablet in the next area for a vital clue, then approach the large scale to the north. Use Douse Psynergy on the scale's right bowl to fill it with water, tipping the scale to one side.



Climb the steps and grow a tiny plant into a vine. Don't climb up; instead, cross the scale to reach more stairs, then shove the block that's above the vine to the right. The block falls, allowing you to climb to the northeast doorway.



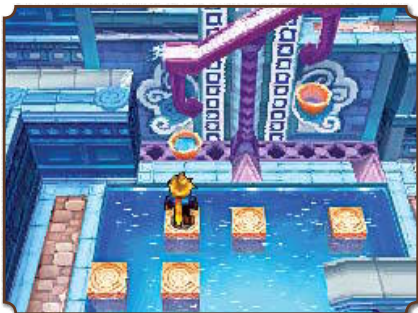
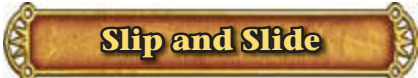
A network of pipes dominates the next area, but three pieces have rolled out of place. Shove the central pipe to the west to align it, then run around and push the other nearby pipe to the north to slot it into place as well.



Run to the west pipe and shove it to the east. Stand at the south end of the central pipe and roll it east as well, temporarily moving it out of place. Now you can push the west pipe to the west, aligning it properly.



Go back to the east pipe and roll it west to at last complete the repairs. Dash to the north bowl and fill it with Douse Psynergy to start the flow of water.



Good work! Now backtrack out of the pipe room and return to the giant scale. Evaporate the water from the right bowl with Arid Heat Psynergy and fill the left bowl with water to shift the scale's balance.



With the scale slanting to the left, the water that now flows from the pipe chamber spills into the central pool. Climb the vine you grew before and step into the rushing water to become swept away by the current.



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The current takes our heroes for a wild ride, eventually plunging them into the central pool! This acts as a magical transport to a lower area of the temple.

Insight at Last



The party lands in an underground chamber, none the worse for wear. Moments later, an ominous face materializes on a nearby waterfall and begins to speak!



The face informs the party that the Insight Glass has the power to reveal solutions, but also mentions that it must choose its own master. A magical light descends from the above, landing directly in Amiti's hands!



Amiti wastes no time testing out the Insight Glass, which reveals that Whirlwind Psynergy can be used to activate the nearby fan on the ground. What an astounding device!



There's no point hanging around, and the Insight Glass has shown you the way out. Cast a whirlwind at the fan to activate it and propel the party back up to the pool room.

Djinn-sight



Exit the pool room via the south door to return to the chamber with the Mercury Djinni. Amiti whips out his Insight Glass and uses it to reveal the solution to catching the Djinni—a fireball is needed to knock it from its perch!



Stand to one side of the Djinni and lob a fireball at it. The trick works like a charm, dunking the Djinni into the pool below.



Sprint downstairs and evaporate the water from the nearby bowl so you may descend and retrieve the Djinni. Be careful, though—you'll need to tame this frazzled creature to claim it!

Djinni: Surge



With Surge by your side, Barai temple is now completely barren. Save your progress and use Matthew's Retreat Psynergy to warp your party back to the temple's entrance.

Insight Acquired



Hop back onto your raft and sail north toward Ayuthay castle. Enter the basement doorway to tell King Paithos of your great success.



Paithos greets our heroes as they enter Ayuthay's basement. Although at first he's upset that Amiti must now leave Ayuthay to assist the Adepts with the Insight Glass, Paithos eventually accepts his nephew's destiny and sends the party off with his blessing.



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*With their business at the Barai temple concluded, our heroes restore the Alchemy Well to its natural flow. The time has come to say goodbye to this great and noble kingdom.*

Note

You can reverse the Alchemy Well again if you like, but there's no need to do so if you've been following this walkthrough carefully.

A Few Loose Ends



Exit the Alchemy Well to return to the main city. Head through the far west doorway to reach a water-filled room where men are working their craft.



You may not recognize it with all the water, but this is the same room in which you shifted a pillar prior to braving the Barai temple. Board the raft here and sail west toward a treasure chest that you couldn't have reached without moving the pillar.

Treasure Chest 8



You found a chest! It contained a dragon shield.



With this final treasure in your possession, the time has come to leave Ayuthay. Make one last pass through the weapon and armor shops if you like before heading up either of the city area's northern stairs to return to the castle's second floor.

Leaving Ayuthay



After emerging on the second floor, head south and then climb the central ladder to reach a small chamber. Amiti awaits you here and eagerly joins the party, lending you his talents as a gifted Water Adept!



Note



Switch out Rief and Amiti.

Now that you have five party members, you have even more options in battle. Visit the Status screen to choose which four characters will begin each fight—your “frontline four.” Party members can also be swapped mid-battle, and if your starting four should fall, remaining heroes will step in to take their places!

Tip

Amiti has a few Djinn of his own, so take a moment to review your Djinn options and outfit your party as you see fit. Amiti is a Water Adept, so you should set Mercury Djinn to him.

Note



Save your progress when you've finished fiddling with your party and then dash into the foreground to advance. The party moves through a secret door, popping out in the castle's entry hall.





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Unfortunately, our heroes don't get very far. As they attempt to exit the castle, Kaocho's two fearsome generals, Ku-Tsung and Ku-Embra, block their path in a devious ambush!

**Boss Battle:  
Kaocho Generals**

HP: 831 (Ku-Tsung); 898 (Ku-Embra)  
Weakness: All elements



Kaocho's generals are far more dangerous than their soldiers, so be prepared for a tough battle. Fortify your party with support Djinn such as Forge and Bark, and reduce the generals' effectiveness with offensive Djinn like Fever. Keep your party's HP in good standing as you build up your summons, unleashing the full brunt of Alchemy against these worthy foes.

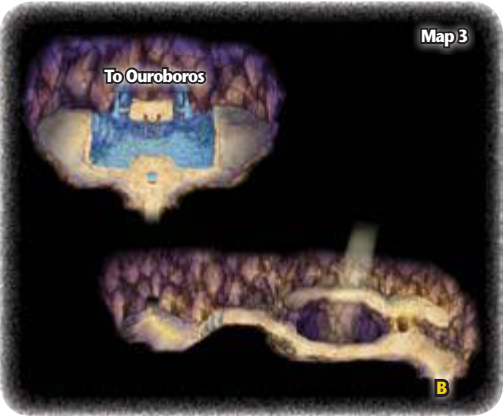
**TIP**  
If Karis is carrying only Jupiter Djinn, she can cast effective healing Psynergy that restores HP to the entire party—make good use of this!



When Kaocho's generals are down for the count, proceed south to return to the raft you used to reach the castle. A Kaocho soldier offers to ferry you across the pond—take him up on his offer and say goodbye to Ayuthay as you make tracks for Kaocho and the Ouroboros labyrinth.

# Chapter 6: Into the Ouroboros

## Kaocho



Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Elixir	<input checked="" type="checkbox"/>
2	Stove	Mint	<input checked="" type="checkbox"/>
3	Pot	Smoke bomb	<input checked="" type="checkbox"/>
4	Cabinet	5 coins	<input checked="" type="checkbox"/>
5	Stove	Nut	<input checked="" type="checkbox"/>
6	Pot	Lucky pepper	<input checked="" type="checkbox"/>



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Chests		
Icon	Contents	✓
1	Sanan dress	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Lord Kuan	Dialogue with villager (after obtaining Insight Glass).	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Steel	Venus	<input checked="" type="checkbox"/>
▲	Lava	Mars	<input checked="" type="checkbox"/>



Excited at finding himself in the heart of enemy territory, Amiiti urges the party rush off to find the cave that leads into the Ouroboros labyrinth. There's a very profitable venture worth exploring beforehand, however....

Note

Icons from your first visit to Kaocho still appear on the maps here, just in case you happened to miss anything during your initial visit. Scan the checklist tables for **bold** items to quickly see what's new.



Ignore Amiiti's feeling of urgency and cross the town's west bridge to find a man sitting near the river. The man claims he's tired—use the Insight Glass to find that he's really craving a particular snack.



As luck would have it, the tea shop that sells the snack you're after is now open for business. It's just south of the weapons and armor shop—head on inside.



Nab some lucky pepper from a pot inside the tea shop, then purchase a Kaocho dumpling for the man you've just met. This should do the trick!



Return to the man and give him the Kaocho dumpling to brighten his day. He gladly offers you his favorite spot by the river in return.



You've no time to daydream in Kaocho, but with the man out of the way, you're now able to leap across the river and claim that Mars Djinni you noticed during your initial visit! This one comes quietly.

Djinni: Lava

You found a Mars Djinni! Try setting it to Tyrell.



With Lava's power at your disposal, head east and navigate the palm trees on your way to the cave that leads into the Ouroboros.



Sprint through the cave, heading for the north pool. Amiiti wastes no time whipping out the Insight Glass and quickly discovers that the Tree Flute is needed to open the way forward.



Use Arid Heat Psynergy to evaporate the water in the bowl before the pool, causing the water to drain out. Go down the stairs and climb the ladder to reach the spot where the Tree Flute must be used.



Whip out the Tree Flute and toot a tune to reveal the secret entrance to the Ouroboros. There's no turning back now!



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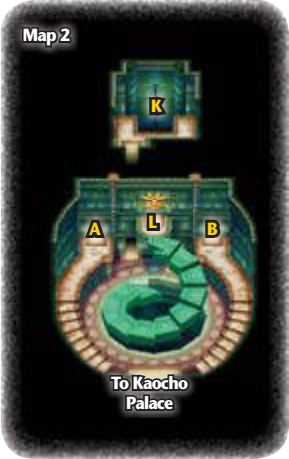
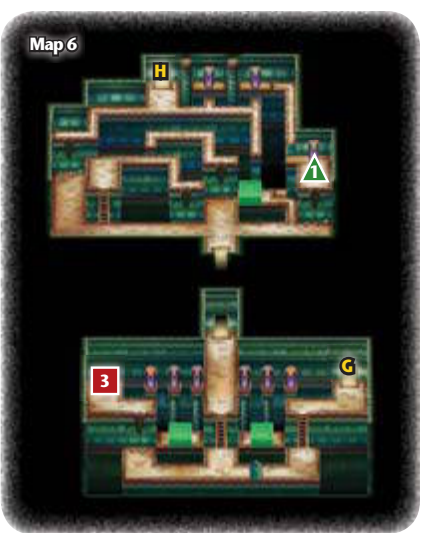
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# The Ouroboros



Chests		
Icon	Contents	✓
1	Ixion Mail	<input checked="" type="checkbox"/>
2	Mimic (psy crystal)	<input checked="" type="checkbox"/>
3	Vulcan Axe	<input checked="" type="checkbox"/>
4	Sol Mask	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Vortex	Jupiter	<input checked="" type="checkbox"/>



Loop around the circular chamber and exit via the northeast doorway.

The Ouroboros starts off easy enough—descend the staircase and proceed to the next area.



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As you pass through the next area, make a mental note about the treasure chest you spy on an out-of-reach platform. Proceed south for now.



Descend a ladder and lift a large zol block with a whirlwind in the next area. Quickly climb the ladder and step onto the floating block, heading north toward the snake statues that line the north wall.



A glance at your map shows that two of the four snake statues are blocking secret passages to the previous area. Use Move Psynergy to shift the far-right statue out of your way so you may hop across.

Note

There's no reason to move the other snake statues—the other secret passage is a dead end.



There's that treasure chest! Leap from one block to the next to cross the pit and claim the chest's worthy contents. Backtrack out of the area afterward, slide down a slope, and continue south.

Treasure Chest 1

You found a chest! It contained the Ixion Mail.



More snake statues stand to the south, and one of them sticks out its tongue as you draw near, blocking your progress. The Insight Glass shows the solution: Hurl a fireball at the tongue to make it retract, then be on your way.

Testy Chest



Loop around the circular chamber beyond the statue, and if you like, open the treasure chest near the south wall. Beware: This chest is actually a dangerous monster known as a Mimic!



Mimics are tougher than normal monsters, but they're not on par with bosses. Wipe out this one with normal attacks and claim the valuable psy crystal it guards.

Treasure Chest 2

You found a chest! It was a Mimic that guarded a psy crystal.



Another snake statue sticks out its tongue in the next area—fry it with a fireball, then descend the ladder and cast a whirlwind to lift a large zol block. Climb back up and hop across the block.



Descend the next ladder and use another whirlwind to raise another zol block. Climb back up and hop across, quickly scorching the snake tongue that gets in your way with a fireball so you may leap to the nearby chest.

Treasure Chest 3

You found a chest! It contained the Vulcan Axe.

Jump for Djinni



Proceed north to locate a Jupiter Djinni that's perched on a high ledge. Send a whirlwind to raise the nearby zol block, then climb the left ladder and race across the block, heading for the north snake statue.



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Use Move Psynergy to slide the northeast snake statue one space to the left, then leap across and head for the Djinni. You can't reach the creature from here, but you can use Move Psynergy to slide the nearby snake statue three spaces to the left, dropping it onto the lower ground.



Backtrack and head all the way to the left to slide back down to the room's lower level. Slide the zol block toward the snake statue, then cast another whirlwind to raise the block once more.



This time, you're able to leap from the zol block and land next to the Jupiter Djinni. Best the creature in combat to add its power to your party.

**Djinni: Vortex**

You found a Jupiter Djinni! Try setting it to Karis.



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With the Jupiter Djinni in your possession, use the zol block one last time to advance through the north door. Sprint down the staircase that follows to delve deeper into the labyrinth.



Make a quick run through the next area, hopping across the zol block that's hinged to the north wall and proceeding south.

**Awakening the Snake**



Scale the steps in the next area, standing close to the giant fan in the north wall. Strike the fan with a whirlwind to start it spinning.



The fan is connected to another on the ground. Activating it causes a massive updraft that extends a snake-like staircase of zol blocks in a higher chamber!

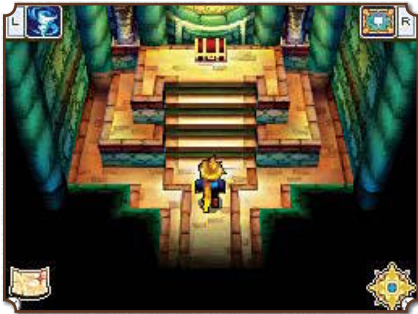


Return to the previous area and hop back onto the zol block that's hinged to the wall. The fan below causes the zol block to rise like an elevator!

**Sol Searching**



The zol-vator takes you up to the room with the snakelike staircase. Scale that snake and pass through the secret door that opens when you reach the top.



The secret door leads to a quiet chamber lit with soft light. Climb the steps and open the chest above to at last obtain the Sol Mask!

**Treasure Chest 4**

You found a chest! It contained the Sol Mask.



Excellent work! You've solved the Ouroboros labyrinth and obtained the sacred relic needed to bring the Alchemy Forge back to full power. There's nothing left for you here; use Matthew's Retreat Psynergy to return to the surface and make your way back to Passaj.



## Appendix

Map 8

The map shows a mountainous landscape with a central path leading to a tall, striped tower labeled "To Pasaaj". The terrain is rugged with cliffs, a river, and various landmarks like a green triangle icon and a wooden bridge.



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Hidden Loot			
Icon	Object	Contents	✓
1	Bookshelf	Sun Saga 3	<input checked="" type="checkbox"/>
2	Pot	Nut	<input checked="" type="checkbox"/>
3	Pot	10 coins	<input checked="" type="checkbox"/>
4	Barrel	Herb	<input checked="" type="checkbox"/>
5	Barrel	Power bread	<input checked="" type="checkbox"/>
6	Pot	Antidote	<input checked="" type="checkbox"/>
7	Pot	55 coins	<input checked="" type="checkbox"/>
8	Pot	Smoke bomb	<input checked="" type="checkbox"/>
9	Box	Bramble seed	<input checked="" type="checkbox"/>
10	Pot	Vial	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Quality zol	<input checked="" type="checkbox"/>
2	Prophet's hat	<input checked="" type="checkbox"/>
3	Hard nut	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Sol Mask (updated)	During dialogue (after obtaining the Sol Mask).	<input checked="" type="checkbox"/>
Baghi (updated)	During dialogue (after obtaining the Sol Mask).	<input checked="" type="checkbox"/>
Passaj (updated)	During dialogue (after obtaining the Sol Mask).	<input checked="" type="checkbox"/>
Ei-Jei (updated)	During dialogue (after obtaining the Sol Mask).	<input checked="" type="checkbox"/>
Sand Prince Stone	During dialogue atop village (after placing Sol Mask).	<input checked="" type="checkbox"/>
Ice Queen Stone	During dialogue atop village (after placing Sol Mask).	<input checked="" type="checkbox"/>
Zol (updated)	During dialogue with elders (after placing Sol Mask).	<input checked="" type="checkbox"/>

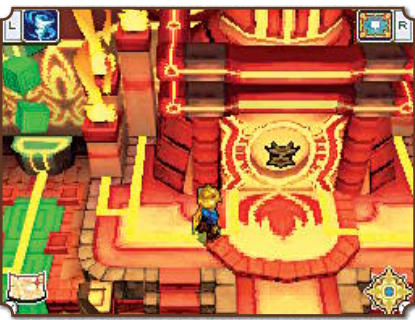
Djinn			
Icon	Name	Type	✓
A	Brand	Mars	<input checked="" type="checkbox"/>



No need to scale those treacherous cliffs again—enter the cave at the base of the mountain climb and use the elevator within to zip straight up to Passaj.

Note

You most likely already obtained all of the loot from Passaj during your initial visit, but we've left the icons on the maps for your reference, just in case you missed anything. Skim the checklist tables for **bold** entries if you're only after new loot.



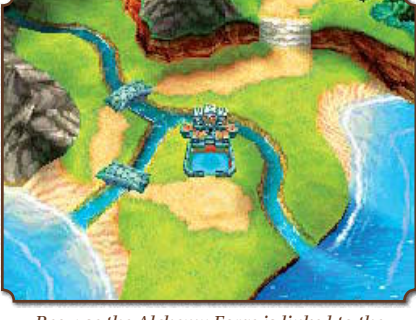
There's no time to waste! Hurry to the central Alchemy Forge and insert the Sol Mask into the recess that Bogho has shown you.



Sliding into place, the Sol Mask begins to glow with blinding light. The entire town of Passaj begins to rumble as power flows through its ancient channels.



As Passaj's full power is restored, massive walls are raised all around the village, fortifying it against those who would seek to possess the Alchemy Forge's power.



Because the Alchemy Forge is linked to the Alchemy Well, the kingdom of Ayuthay benefits from the forge's activation as well. Water begins to flow forth in great abundance, filling long-dried rivers and restoring life to the surrounding land.



You've completed your objective—the cloud passage to Craggy Peak must now be functional! Exit the Alchemy Forge and hurry up Passaj's steps to reach the top of the town.



Our heroes excitedly try to ride the cloud passage, but they're lifted only a few feet off the ground. They're too heavy!



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*Bogho arrives and determines that the cloud must be solidified somehow to make it more substantial. He recalls a legend of a blue gemstone—the Ice Queen Stone—that had the power to freeze liquid. Perhaps this could freeze the misty cloud, allowing for the party's passage to Craggy Peak!*



*Suddenly, Amiti becomes overtaken by a mysterious force—the Sand Prince is speaking to him! The Sand Prince tells Amiti that the Ice Queen hides in a maze hidden in an area that once lay in ruins. It must mean Harapa!*

Reexploring Passaj



Harapa is your next destination, but take a few moments to explore Passaj now that the town has been transformed. Speak to every villager for information and Encyclopedia entries, especially the elders at the meeting hall.



Matthew got a prophet's hat.

Next, enter the northeast building to visit the storage vault. Bogho has instructed the guard to let you in—loot those two chests for valuables, and don't miss the vial that's hidden in the pot!



Exit the storage vault and head into the weapons and armor shop. Now that the Alchemy Forge is running strong, you can help these vendors get their shop up and running. Reconnect the shop's energy flow by sliding the three loose blocks as follows, using Move Psynergy as needed:

Northeast block: West twice, south twice.

Northwest block: East once, south four times.

Remaining block: West twice, north twice, west twice.



Thrilled to have their business up and running, the men hand our heroes a precious zol ring. You can now wheel and deal with these vendors—take your time and buy some fresh gear.



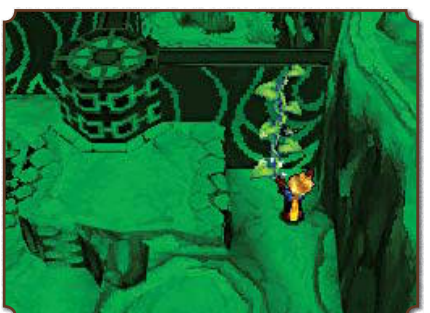
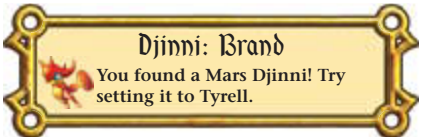
Last but not least, it's time to get that Mars Djinni that you saw when first entering Passaj—the one at the top of the mountain climb. Begin by scaling the newly formed town wall by climbing the steps to the east of the weapons and armor shop.



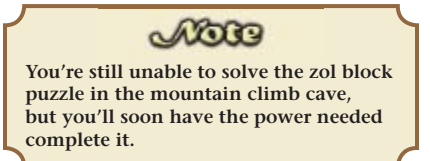
Run along the wall, heading south after crossing the beam that runs above the main stairs leading into town.



Keep going until you're able to slide down a slope, then sprint east. Climb a short stone ladder and slide down another slope to at last reach the Mars Djinni, who eagerly joins the party.



That's all the loot you can plunder from Passaj at present. Grow the vine near the wall, climb up, and sprint back to town. Take the lift to the base of the mountain and make tracks to Harapa, which lies to the west.



Note

You're still unable to solve the zol block puzzle in the mountain climb cave, but you'll soon have the power needed complete it.



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# Chapter 7: Breaking the Ice

## Harapa—Revisited



Hidden Loot			
Icon	Object	Contents	✓
①	Barrel	15 coins	<input checked="" type="checkbox"/>
②	Box	Nut	<input checked="" type="checkbox"/>
③	Barrel	Apple	<input checked="" type="checkbox"/>
④	Pot	Khiren water	<input checked="" type="checkbox"/>
⑤	Box	Herb	<input checked="" type="checkbox"/>
⑥	Barrel	Sleep bomb	<input checked="" type="checkbox"/>
⑦	Gravestone	Sacred feather	<input checked="" type="checkbox"/>
⑧	Pot	Oil drop	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Cinder	Mars	<input checked="" type="checkbox"/>
▲	Brick	Venus	<input checked="" type="checkbox"/>



Harapa has never looked better! With the Alchemy Forge and Alchemy Well working at full capacity, the town is filled with water and life. There's nothing new to accomplish in town at present, however, so proceed north toward the ruins.



The ruins' exterior now brims with crystal-clear water. Sprint north along the logs, leaping to east ledges as you make your way to the north cavern.



There's nothing of interest around the ruins' exterior, so head into the cavern to begin your search for the Ice Queen Stone.

**Note**

As usual, we've left all icons on the Harapa maps in case you're just picking up the walkthrough at this point. The only new thing on the maps is the Venus Djinni named Brick, but you can't acquire this little guy until after you've returned from the ruins.

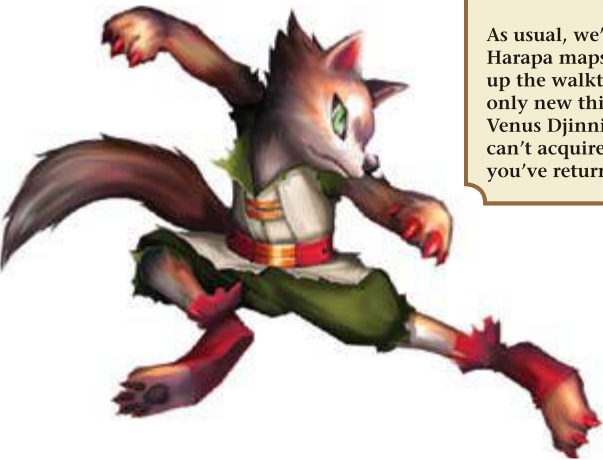




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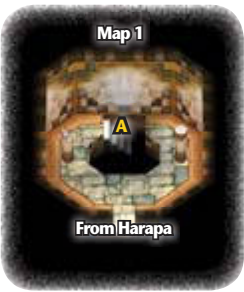
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# Harapa Ruins



Chests		
Icon	Contents	✓
1	Lucky pepper	✓
2	Bone armlet	✓
3	Crystal powder	✓
4	Viking helm	✓
5	Mystery Blade	✓

Encyclopedia Entries		
Title	How to Get	✓
Ice Queen	During pre-fight dialogue.	✓
Cold Snap Psynergy	Gained automatically after defeating the Ice Queen.	✓

Djinn			
Icon	Name	Type	✓
▲	Serac	Mercury	✓

## Seeking the Queen



These ruins sure are quiet. Descend the entry stairs and step onto the zol block in the chamber below to go down even lower.



The zol block delivers you to a small chamber with two southern exits. Take the southeast passage and grow two small plants into vines in the chamber beyond—this will come in handy later.



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Backtrack to the previous room and take the southwest passage to reach the other side of the room with the vines. You can't reach the chest that taunts you from the high, left ledge, so simply proceed south to the next area.



The party shivers as they enter a wide icy chamber. Keep off the ice for the time being and proceed through the nearby doorway.



Step on a pressure plate to open the stone door, then proceed through the south passage.



Turn right after passing through the doorway and sprint across a narrow ledge to reach two treasure chests. Pop them both open to score some worthy loot.



**Treasure Chest 1**  
You found a chest! It contained lucky pepper.



Time to have some fun in this dreary place. Backtrack and go down a short flight of steps to reach the long, thin stretch of ice below. Slide across, coming to a stop near two doorways. Dash through the higher one.



Shove the statue onto the ice in the next area. Slide on the ice afterward, coming to a rest near the statue. Slide west, heading toward the center of the floor.



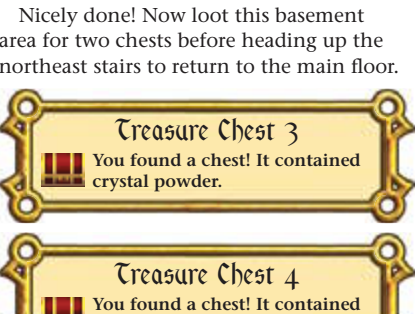
You come to a rest against a block. Slide in the following directions so that you end up passing through the south passage: north, east, south, west, north, west, south, east, south.



Sliding southward causes the party to slip down a slope and land next to a Mercury Djinni. Battle the creature to gain its power.



**Djinni: Serac**  
You found a Mercury Djinni! Try setting it to Rief or Amiti.



**Treasure Chest 3**  
You found a chest! It contained crystal powder.



**Treasure Chest 4**  
You found a chest! It contained a Viking helm.

Back on the main floor, return to the east room with the statue and slide into the floor's central area. Once there, slide in the following pattern to reach a large lump of ice: north, east, south, west, north, west, north, east, north.



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**TIP**

Save you game before inspecting the ice—you're about to challenge a powerful enemy!



Examining the ice causes a voice to boom out. Answer “no” when the voice asks if you’ve come to “take back” the Ice Queen, then answer “yes” to the next question, to instigate battle.

**Boss Battle: Ice Queen**



HP: 1,603

Weakness: Fire

The Ice Queen is the most powerful adversary you’ve faced so far, but she’s no match for five gifted Adepts. Exploit her weakness against fire and assail her with Djinn and summon spells, as you would when facing any challenging foe.



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**Caution**

Beware the Ice Queen’s ability to instantly kill any party member with her Icy Kiss attack! Try reviving downed party members with Djinn such as Jolt to conserve your Waters of Life.



*The Ice Queen has been defeated, melting the frozen waters of the ruins and releasing her prisoner, an old man named Nyunpa. Collect the Ice Queen’s remains—a frosty gemstone. The party has at last acquired the vital item needed to cross the Khiren mountains!*



Equip Rief or Amiti with the Ice Queen Stone to gain the use of Cold Snap Psynergy. Test out this new power by freezing the central puddle where the ice lump formerly stood—this ices over the surrounding waters once more.



Slide south, then east, to reach some steps leading to solid ground. Proceed through the north doorway—it’s time to get that chest you noticed earlier.



Step on the floor switch to open the stone door in the next area, then climb the vines you grew here before. Use Cold Snap Psynergy to grow a puddle of water into a tall ice pillar.



Hop across the ice pillar and slide a statue out of your way using Move Psynergy to reach the chest ledge. Open the chest, then use Retreat Psynergy to leave these frigid ruins behind.

**Treasure Chest 5**

You found a chest! It contained the Mystery Blade.

**Harapa Wrap-Up**



*Exiting the ruins and returning to Harapa, the party finds the city sealed up tight. Apparently this happens every night at Harapa, and there’s nothing to be done—they’ll just have to wait until daybreak.*



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Visit the temple if any of your party members need to be revived after battling the Ice Queen. Then hit the inn and pay the modest fee to stay the night.




Come morning, visit the town's southwest building, which you've never before been able to enter. Grow the puddle near the building into an ice pillar using Cold Snap Psynergy.

Proceed to the town's east exit, which is now unblocked. Circle around the town wall and use Growth Psynergy to extend a vine you can climb.

Scale the vine and sprint along the town wall. Hop across the ice pillar you created to at last enter the building.

Say, there's a Venus Djinni in here! Collect the little fellow to gain a valuable ally, then leave Harapa and return to Passaj.



**Djinni: Brick**  
You found a Venus Djinni! Try setting it to Matthew.

Passaj—Third Visit

Encyclopedia Entries		
Title	How to Get	✓
Ice Queen Stone (updated)	Dialogue with elders (after obtaining the Ice Queen Stone).	<input checked="" type="checkbox"/>
Alchemy Forge (updated)	Dialogue with villager (after obtaining the Ice Queen Stone).	<input checked="" type="checkbox"/>

Summon Aside



Use the lift at the mountain's base to quickly reach Passaj as you've done before.



Prior to heading to the cloud passage, exit the town via its south steps and sprint down the stairs to descend the mountain.



Slide down the slopes near the wooden bridge and climb the rock ladders to reach a cave beneath the bridge. Armed with the Ice Queen stone, you're finally ready to solve the puzzle within.



Two zol blocks must be pushed into the cave's north slots to solve this puzzle. The west block is easily maneuvered into the west slot—go ahead and shove it up there.



The east block requires more tact. Begin by raising a pillar of ice from the lone water puddle.



With the ice pillar standing tall, shove the east zol block as follows: north, west, south, west. The block becomes wedged below the pillar—cast a fireball to melt the ice so you may slide the block north, into its slot.



With both zol blocks properly slotted, the north door opens. Pass through and examine the ancient tablet in the chamber beyond to acquire the summon spell, Flora!



You've got what you came here for. Exit the cave and grow a vine to return to the high ground, then sprint back up to Passaj.



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It's been quite an ordeal getting this far, but you're finally ready to be moving on. Enter the Alchemy Forge and use Cold Snap Psynergy on the two puddles within to put the machine into reverse.



With the Alchemy Forge running in reverse, you're now able to travel up into the clouds, crossing the Khiren mountains on the way to distant Craggy Peak. Head up to the passage and step onto the giant vent.



*Saying goodbye to their friends, our heroes take to sky on a cloud made of ice. Parting is never easy, but the young Adepts' adventures are just getting off the ground!*

# Chapter 8: Onward and Upward

## Clouds of Passaj

Map1



Map4



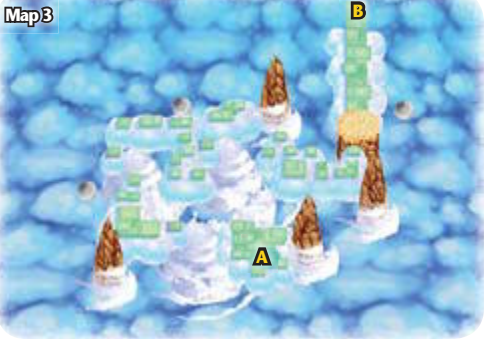
Map2



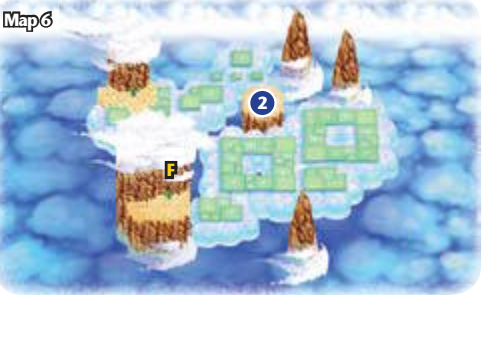
Map5



Map3



Map6



Map7





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Hidden Loot			
Icon	Object	Contents	✓
1	Wind blossom	Herb	<input checked="" type="checkbox"/>
2	Wind blossom	Nut	<input checked="" type="checkbox"/>



With the aid of Karis's Whirlwind Psynergy, our heroes have drifted to an ethereal labyrinth. What wonders could possibly await them in this fanciful place?



Skip north along the trail of zol blocks, heading for another nearby cloud. Hop aboard and cast whirlwinds to drift east and then south.

Caution

Don't touch those electrified orbs or you'll be in for a nasty shock! If you're zapped by an orb, you'll drop to a lower area—there are two such areas that you can drop to. In both cases, make your way west and grow a vine to get back on course.



Mosey east and hop onto the tiny moving zol block when it floats near. Ride the block north and hop to the next.



Use the next cloud to travel west, landing near solid ground. Target the north spire with Grip Psynergy to zip across the gap.



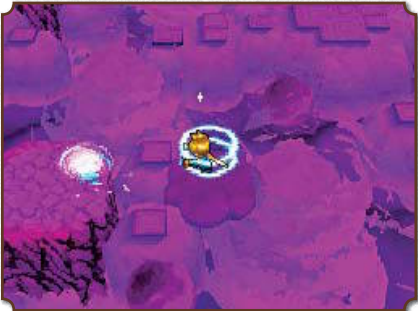
Float south, east, and then north on the next cloud. This takes you into an updraft that leads to the next area.



Use the moving zol blocks to help you traverse the second area, working your way around in a clockwise fashion. Take the northeast trail to the next area.



Hop to this small area's central Psynergy Stone and use it to replenish Karis's PP. Board the north cloud afterward and soar northward.



Be careful: Electrified orbs are on the move up here! Time your travels carefully as you sail east and then north on the first cloud. Sail east and then north on the second cloud as well to reach another updraft.



You arrive at a long, winding staircase. There's no turning back now! Scale those steps to reach the top of Craggy Peak.



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# Craggy Peak Ruins



Hidden Loot			
Icon	Object	Contents	✓
1	Warrior statue	Vambrace	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Doldrum	Jupiter	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Spiked armor	<input checked="" type="checkbox"/>
2	Grievous Mace	<input checked="" type="checkbox"/>
3	Mimic (lure cap)	<input checked="" type="checkbox"/>

## Note

Due to the high volume of areas visited in this portion of the adventure, maps for the Craggy Peak ruins have been sprinkled throughout the next several walkthrough pages.

Approach and inspect the circular mirror on the north wall. Rather than showing the party's reflection, it shows an image of a centaur. How curious!

## TIP

Examine the east statue to completely restore the party's HP and PP!



Ignore the mirror for now and use Growth Psynergy to extend a vine up the nearby cliff. Zip across the gap that follows using Grip Psynergy, then use Move Psynergy to slide a statue to the right and reveal a doorway.



Head through the doorway and use Whirlwind Psynergy to activate the fan in the chamber beyond. This causes a pillar to rise from the central platform outdoors.



Backtrack down the cliff and use Grip Psynergy on the pillar you've just raised. This spins the central platform, aligning its symbols and extending a short footbridge to its center.



The Clouds of Passaj have led our heroes to the tip of Craggy Peak. The ruins here seem deserted, and the party moves to investigate.





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Save your progress, then cross the footbridge and stand in the middle of the platform. The party begins to sink—the platform is acting like a descending elevator!



The platform delivers our heroes to a circular chamber with numerous doors. Each door is marked by a symbol; begin your investigation by heading through the door marked by a water jug.

Aquarius Room



Stand to the left side of this chamber's central platform and use Grip Psynergy to rotate the platform so that you can venture north.



Scale the north steps and hurl a fireball at the treasure chest to the right to knock it from the mouth of the lion sculpture. Backtrack and rotate the platform again so you may retrieve the chest's goods.

Treasure Chest 1

You found a chest! It contained spiked armor.



Backtrack from the chest and rotate the bridge a third time so you may proceed through the north doorway. Use Douse Psynergy to fill the water jug held by the statue in the chamber beyond.



Filling the statue's jug causes a new door to open in the temple's main chamber. Backtrack to the chamber and head through the door marked by a lion head symbol to proceed.

Leo Room



This one's simple enough: Sprint to the back room and feed the lion sculpture a fireball. This causes floor tiles to illuminate near two doors back in the main chamber, bringing them closer to being opened.



Backtrack to the main chamber and head through the only remaining open door, which is marked by an image of twins, to proceed.



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To open the way forward, you must move the statues in this chamber so that they end up next to each other against the far wall. Be careful, though: When you slide one statue, the other moves as well, mirroring its twin. Slide the west statue as follows to solve the puzzle, using Move Psynergy as needed: north (x2), west (x3), south, west (x2), north (x2), east, north (x2), east (x2), south, east (x2), north (x3), east.



With the statues properly placed, two more doors open back in the main chamber. Hightail it back there and head through the door marked by an image of a robed woman.

Use Grip Psynergy to rotate the platform in the first chamber so you can proceed to the back room. Use the same power to rotate a large statue here, exposing a tiny plant. Grow the plant to bring two more doors closer to opening in the temple's main chamber.



You know the drill! Return to the main chamber and head through the next door, which marked by an image of scales.

Ignore the scale in the first area and simply run to the back room. Stand on the "night" side of the scale here and use Move Psynergy to slide the southeast statue one space to the west so that it stands on the scale.



Run up the west steps and leap onto the "sun" side of the scale. Use Move Psynergy again to slide the southwest statue one space to the east, shifting it onto the scale as well.



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Use the east steps to reach the “night” side of the scale and shift the second east statue onto the scale using Move Psynergy. Go to the “sun” side afterward and maneuver the remaining statue onto the scale to complete the balancing act.



You guessed it: Two more doors have opened back in the main chamber. Return and go through the door marked by the image of a ram.

Aries Room



To solve this room’s puzzle, you must throw fireballs at a series of ram sculptures. Blast the first ram to make two more appear, then scorch the ram on the right. Burn the ram on the far-right—you should now be looking at three ram sculptures lined up in a row. Hit the one in the middle to eliminate all three, thereby solving the puzzle.



You’ve done what you came here to do. Backtrack to the main chamber and dart into the door marked by an image of a fish.

Pisces Room



Rotate the staircase using Grip Psynergy to reach this area’s back room, where you discover two fish sculptures. Drench each fish with Douse Psynergy to solve this easy room.



Two more doors have opened in the main chamber. Return and sprint through the one marked by a crab.

Cancer Room





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Use Grip Psynergy to rotate this chamber's central stairs, along with its northeast statue. Spinning the statue reveals a treasure chest! Pop it open for a valuable prize.



Enter the back room after looting the chest and evaporate the water from the bowl here using Arid Heat Psynergy. Return to the main chamber and pass through the door marked by a scorpion.



Turn the crank here using Grip Psynergy so you may advance to the back room, where three zol blocks must be moved so that the one with the scorpion sculpture ends up in the darkened space. Take the following steps to complete this little brain teaser:

- 1.Shove the east block to the west.
- 2.Push the scorpion block to the north.
- 3.Slide the northwest block south, east, and then north.
- 4.Shove the block above the scorpion block to the east, then south.
- 5.Push the scorpion block east to complete the puzzle.



With the scorpion in place, two more doors become unsealed back in the main chamber. Search the warrior statue to score a vambrace before exiting this area and venturing through the door marked by a bull's head.



Rotate the northeast staircase using Grip Psynergy so you may reach the north door. Before passing through, toss a fireball at the lion sculpture to the left to make it drop the Jupiter Djinni that's caught in its mouth.



Backtrack a bit and use Grip Psynergy to rotate the central staircase. Sprint across so you may battle the Djinni to gain its loyalty.

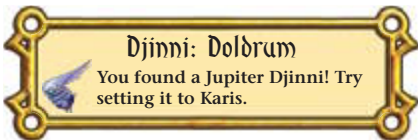




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With Doldrum at your service, head into the back room and use Douse Psynergy to fill the two receptacles atop the bull's head sculpture found here. Freeze the water afterward using Cold Snap Psynergy to give the bull some icy horns, thereby completing the puzzle. Return to the main chamber and proceed through the door marked by the goat head.

Capricorn Room



Rotate this room's northwest statue with a dose of Grip Psynergy, but beware—that treasure chest is actually a Mimic! Defeat the monster to claim the lure cap it guards.

**Caution**

Equipping a hero with the lure cap causes the party to encounter monsters more frequently. This is handy when you're trying to level up and pad your coin purse, but it can obviously be an interference as well.

**Treasure Chest 3**

You found a chest! It was a Mimic that guarded a lure cap.



Proceed to the back room, where you must maneuver three statues onto three different tiles. The statues leave a dark trail behind as you drag them, and the paths must not cross. Begin by shoving the east statue two spaces to the north, then push it over to the west until you're able to place it on the square tile by shoving it south.



Next, slide the west statue to the south as far as possible, then to the east until you reach the triangle tile. Shove the statue north one space and then east some more until you can place it onto the circle tile.



Now slide the north statue west, south, and then east, looping around to reach the triangle tile. With all three statues in place, the main chamber's final door opens—hurry through the door, which is marked by a bow and arrow.

Sagittarius Room



Spin the crank in this chamber to bridge the gap on your way to the back room. Once there, freeze the small puddle with Cold Snap Psynergy, then rotate the centaur statue using Grip Psynergy.



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Rotating the centaur causes the statue to face the north mirror, which quickly shatters. Back on the surface, the mirror that the party noticed earlier shatters as well—an arrow smashes right through it. Wild!



There's nothing left for you down here. Use the main chamber's central lift to return to the surface, then use Grip Psynergy on the arrow that now protrudes from the broken mirror. This triggers an ancient mechanism, causing a new path to materialize to the west!



The time has come to leave this wondrous place. Proceed west, taking the newly formed path to new adventure.

## North Wall Shrine



To World Map

Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Moloch)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Vial	<input checked="" type="checkbox"/>



The party emerges on a snow-capped mountain trail. Head southwest, crossing a bridge and scaling a slope to reach a cave surrounded by forest. Head inside to see what goodies you can find.



This frigid cave is filled with ice pillars. Melt them so you may open the nearby chest, leaving the pillar to the right of the chest intact.



After pocketing the vial, head to the right and melt one of the ice pillars so you can scamper up the steps beyond. Hop across the pillars, then hop to the pillar that you left standing near the chest. From here, you can zip over to the west ledge using Grip Psynergy.



Grip over to the west ledge, then use Cold Snap Psynergy to freeze the puddle to the north. This causes the north pool to ice over.



Slide down to the lower ground and run up the east steps again. Cross the north ice and examine the ancient tablet beyond to acquire a powerful new summon spell!



It's too cold to remain here any longer. Leave the cave and retrace your steps toward Craggy Peak ruins. Go north this time, making your way to a nearby settlement. Here's hoping they've got plenty of hot cocoa!



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# Chapter 9: Ragged Ruins

## Te Rya Village



Hidden Loot			
Icon	Object	Contents	✓
1	Pot	1 coin	<input checked="" type="checkbox"/>
2	Cabinet	Nurse's cap	<input checked="" type="checkbox"/>
3	Pot	Apple	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Te Rya	Dialogue with villager.	<input checked="" type="checkbox"/>
Teppe Ruins	Dialogue with villager.	<input checked="" type="checkbox"/>
Hou Ju	Dialogue with villager.	<input checked="" type="checkbox"/>
Hou Zan	Dialogue with Hou Zan.	<input checked="" type="checkbox"/>
Ryu Kou	Dialogue with Hou Zan.	<input checked="" type="checkbox"/>
Beastmen	Dialogue with villager.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Fury	Mars	<input checked="" type="checkbox"/>

### Cold Welcome



Seeking shelter from the unyielding chill of the mountains, our heroes are drawn to the lights of a small village. A temperamental man named Ryu Kou stops them at the gate, however, and it doesn't look like the party will be allowed to enter.



Fortunately, cooler heads prevail when an older man named Hou Zan arrives to take control of the situation. Despite Ryu Kou's unbridled ire, the party is soon allowed passage.



It's been a while since you've been to a new settlement. Speak with villagers for a few new Encyclopedia entries on your way to entering the central hut.

### Trouble in Te Rya



Inside the hut, the party discovers two wounded men resting in bed. It seems that one of Te Rya's citizens, a young woman named Hou Ju, has been captured by a foreign kingdom. These poor men tried in vain to rescue her.



Hou Zan and Ryu Kou soon arrive. At first they are wary of our heroes' meddling in their affairs. When they discover that the party is merely passing through, the men relax a bit. Upon learning that they are Adepts, the men advise our heroes to traverse the nearby ruins to complete their journey across the mountains.



Exit the tent and begin questioning Te Rya's villagers to learn more about Hou Ju's disappearance. Enter the northeast hut for a brief chat with a couple of women who ask that our heroes keep a lookout for Hou Ju's lost bag.



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Exiting the hut, the party catches a glimpse of a shadowy figure standing nearby. The mysterious person quickly flees—but who could it have been?

Finding Fury



Before leaving town to explore those nearby ruins, climb Te Rya's southeast tree and leap to a ledge with a wiggly plant. Grow the plant into a vine and climb up to a higher ledge.



Climb down the ladder that follows. A sheep stands between you and a Mars Djinni; light the nearby torch with a fireball to entice the sheep to move closer to the warmth and out of your way. Stroll up to the Djinni afterward to gain a powerful new companion.

Djinni: Fury  
You found a Mars Djinni! Try setting it to Tyrell.



Continue speaking with villagers and searching for hidden loot on your way to the vendor hut. Upgrade your group's gear and make sure to purchase the trusty staff from the items vendor—it'll soon come in handy.



When Te Rya is fully explored, save your game and then proceed north, heading for the Tepe ruins.

Teppe Ruins

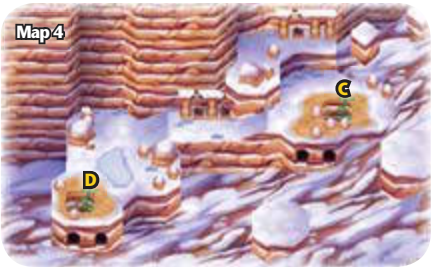




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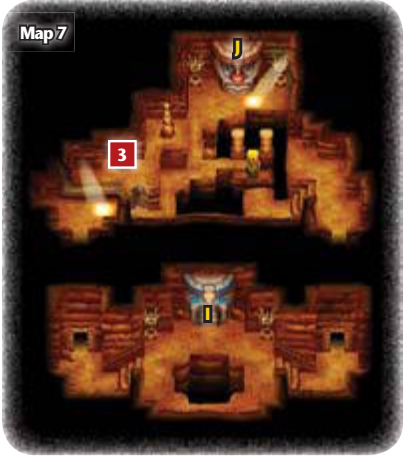




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Hidden Loot			
Icon	Object	Contents	✓
1	Grass	Mint	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Water of Life	<input checked="" type="checkbox"/>
2	Sword of Dusk	<input checked="" type="checkbox"/>
3	Warrior's helm	<input checked="" type="checkbox"/>
4	Mythril circlet	<input checked="" type="checkbox"/>
5	Mythril silver	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Sveta	During dialogue with Sveta.	<input checked="" type="checkbox"/>
Mind Read Psynergy	During dialogue with Sveta.	<input checked="" type="checkbox"/>
Slap Psynergy	During dialogue with Sveta (after returning lost bag).	<input checked="" type="checkbox"/>
Track Psynergy	During dialogue with Sveta (after returning lost bag).	<input checked="" type="checkbox"/>
"Arangoa Prelude"	During dialogue with Sveta (after returning lost bag).	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Dewdrop	Mercury	<input checked="" type="checkbox"/>
▲	Vine	Venus	<input checked="" type="checkbox"/>

Cool Ruins



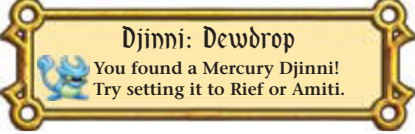
A cabin stands just outside of the Teppe ruins, and there's a Mercury Djinni on a ledge near some water. Blast the Djinni with a fireball to knock it into the blue.



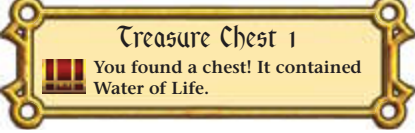
Enter the cabin and speak with the people inside. The woman asks for a good stick to help her fish—hand over the trusty staff you purchased from Te Rya village's items vendor to make her day.



The woman steps outside to test out her new fishing rod and quickly hooks the Mercury Djinni that's swimming about. The Djinni doesn't look very tasty, so our heroes get the benefit of this special catch!



Backtrack out of the cabin and enter the northwest cave. Snow falls atop a treasure chest inside, covering it. Melt the powder with a fireball so you may open the chest and claim its worthy contents.



So far, this trip has been very profitable. Pass through the north doorway to enter the ruins and see what else you might find.

Chasing the Shadows



Entering the ruins, the group catches sight of the same mysterious figure they spotted back at Te Rya village. The person flees through the north doorway, which the party cannot reach. The mysterious stranger can't hide forever!



There's nothing of interest to the east, so shove the nearby pillar out of your path and proceed west instead.



The party spies the shadowy figure again in the northwest chamber. Give chase, darting through the northwest doorway.



You can't cross the next area's pit to reach the northwest chest, so proceed through the north doorway instead. Roll a couple of fallen columns out of your way, then use Move Psynergy to shift a stone pillar



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two spaces north and one space east. Climb a vine and hop across the pillar to reach another vine leading up toward daylight.



Sprint through the snow after climbing the vine and descend another vine to return to the ruins' interior. You're right near that chest you saw earlier; flip its lid for an excellent weapon.



Use Grip Psynergy to zip across the south pit, then scamper up the east steps and proceed into the south passage. Descend a rope in the next area to delve deeper into the ruins.



The rope leads down to a new area. Grip across the pit that follows and head through the north doorway.

Lost and Found



The group encounters a giant statue with a bright red nose. While the group ponders how to proceed, their questions are soon answered when the shadowy figure they've been chasing suddenly reveals itself!



The figure turns out to be a young beastman female named Sveta. She reveals that she had been tracking the scent of something unusual in the ruins and has discovered a lost bag. It must be Hou Ju's!



Sveta can't return the bag to Te Rya villagers because they would attack a beastman on sight. Naturally, our heroes agree to double back and return the lost bag—and Sveta offers to join them after they've completed the task!

Back to Te Rya



There's no time to waste! Climb the nearby vine to reach the surface, then descend another vine to return to the ruins' exterior.



Run to the south end of the snowy ledge that follows and grow a plant into a vine. Climb down and sprint past the cabin, heading back to Te Rya.



Speak to the cluster of villagers as you enter Te Rya and show them Hou Ju's bag.



Ryu Kou is overwhelmed with emotion at seeing the lost bag and lets slip that Hou Ju is actually his sister. The poor girl has been imprisoned at Belinsk castle in Morgal, and Ryu Kou has been desperate for a way to save her. What a tragic story!



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You've done all you can for now. If you like, rest at the inn to recover HP and PP before venturing back to the Teppe ruins. When you return, use the northeast vines to quickly return to the large statue head chamber (leap from a tree to scale the ledges).

Teppe, Take Two



*Sveta is as good as her word and meets the party near the statue head. Using her special Slap Psynergy, she whacks the statue's nose, causing it to spin around and reveal a secret passage!*



*Realizing Sveta's obvious talent, the party is quick to welcome her into their fold. And just like that, a gifted Wind Adept has joined our heroes' ranks!*



Pass through the statue passage and head through the next area's east doorway. Slide a stone pillar one space to the right using Move Psynergy.



Hop across the pillar so you can use Grip Psynergy to zip over to the west ledge. Flip open the chest you find here to score some valuable armor.

Treasure Chest 3

You found a chest! It contained a warrior's helm.



Slide down the slope after looting the chest and sprint north toward another statue head. Use Sveta's Slap Psynergy to whack its nose, spinning it around to reveal the way forward.

Good Scents



Proceed until Sveta hints that her Track Psynergy might be helpful in finding the way forward. Use this power to reveal a trail that leads through the east doorway.



Continue following the scent trail to reach a vine leading up to the surface. Hey, the snow's gone! These ruins really do lead out of the mountains!



Follow the scent trail to reach a chest that contains a mythril circlet. Keep following the trail to locate some valuable mint that's hidden in the grass.

Treasure Chest 4

You found a chest! It contained a mythril circlet.



Four slopes lead back into the ruins—but which one to pick? Use Sveta's Track Psynergy and follow the trail down the far-west slope.

Note

If you slide down any other slope, you'll need to grow a vine to return to the surface and try again.



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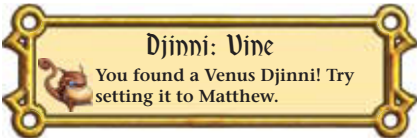
Continue traveling until you reach four water puddles. Raise them into ice pillars using Cold Snap Psynergy, then hop across them, landing in range to zip to the east ledge using Grip Psynergy.



Proceed through the northeast doorway to reach a grassy chamber. A Venus Djinni flees into the grass as you enter; climb the west steps so you can loop around to shove the central stone pillar north, into the grass.



With the pillar in place, you're now able to chase the Djinni out of the grass. Approach the creature to gain its company.

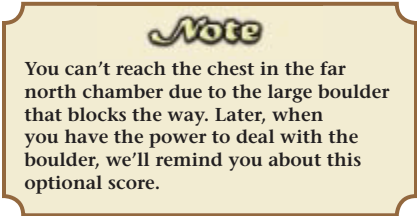


Djinni: Vine

You found a Venus Djinni! Try setting it to Matthew.



Your trek through the ruins is almost complete. Slap the nearby statue to open the way forward and step through.



Stepping out into the fresh morning air, our heroes take a moment to collect themselves. It seems as though their perilous trek through the mountains has at last come to an end—and not a moment too soon!



However, upon learning that her newfound friends are in search of a roc feather, Sveta decides she can no longer follow the party. Rocs are sacred creatures to beastmen, and Sveta won't be a part of such an effort.



Sveta tells the group to come find her after they've secured the feather. To do this, they must find a band of minstrels that perform in Belinsk and request the song "Arangoa Prelude." This will be the signal for Sveta to join them.



Sveta has taken her leave, but no matter—Kraden has told our heroes to meet him at Belinsk. Sprint down the steps and proceed east to begin your exploration of the mysterious land of Morgal.



As luck would have it, Belinsk couldn't be closer. Venture northwest to discover the city and examine the sign that's just outside for several new Encyclopedia entries. Then enter Belinsk to begin your search for Kraden.



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# Chapter 10: Northern Exposure

## Belinsk



Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	Herb	<input checked="" type="checkbox"/>
2	Bookshelf	Sun Saga 4	<input checked="" type="checkbox"/>
3	Bookshelf	Sacred feather	<input checked="" type="checkbox"/>
4	Pot	11 coins	<input checked="" type="checkbox"/>
5	Box	Power bread	<input checked="" type="checkbox"/>
6	Cabinet	Muni Robe	<input checked="" type="checkbox"/>
7	Barrel	Crystal powder	<input checked="" type="checkbox"/>
8	Barrel	Khiren water	<input checked="" type="checkbox"/>
9	Box	Nut	<input checked="" type="checkbox"/>
10	Box	Vial	<input checked="" type="checkbox"/>
11	Barrel	Smoke bomb	<input checked="" type="checkbox"/>
12	Box	Nut	<input checked="" type="checkbox"/>
13	Box	66 coins	<input checked="" type="checkbox"/>
14	Gravestone	Dried lizard	<input checked="" type="checkbox"/>



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Chests		
Icon	Contents	✓
1	Assassin blade	✓

Encyclopedia Entries		
Title	How to Get	✓
Volechek	Dialogue with villager.	✓
Eoleo	Dialogue with villager.	✓
Champa	Dialogue with villager.	✓
Briggs	Dialogue with villager.	✓
Vande	During dialogue with musicians (while leaving town).	✓

Djinn			
Icon	Name	Type	✓
⚠	Spout	Mercury	✓
⚠	Torrent	Mercury	✓

Seeking Kraden



With their long journey over the mountains complete at last, our heroes stand in awe, taking in the splendor of Belinsk, Morgal's capital city. Kraden had meant to meet them here, and the party wastes little time beginning their search for him.



If Kraden is indeed here, then someone must have seen him. Speak to every villager for information and new Encyclopedia entries.

**TIP**  
Belinsk's shops offer many fine wares—be sure to do some browsing!



Enter the temple on the east side of town and head downstairs to visit a library filled with books. Search the shelves to score the fourth installment in the Sun Saga series!

**Sun Saga 4**  
You found the fourth Sun Saga! Collect all five to complete the tale.



Notice a chest atop a bookshelf. Use Move Psynergy to slide the nearby bookcase one space to the left so you can climb up and hop over to collect the chest's contents.

**Treasure Chest 1**  
You found a chest! It contained an assassin blade.



Nab a sacred feather from another bookshelf, then use Move Psynergy to slide the shelves near the stairs to the right, revealing a secret passage!



Head through the passage to visit the ruins beneath Belinsk. Hop across the pillars to reach a Mercury Djinni that makes a worthy addition to your party.

**Djinni: Spout**  
You found a Mercury Djinni! Try setting it to Rief or Amiti.

**Note**  
You're unable to open the west chest or obtain the Mercury Djinni inside one of Belinsk's buildings at present. The chest atop the castle is also unattainable. Don't worry—you'll claim all of these treasures later in the adventure!



Another Mercury Djinni sits near the northeast docks. To claim it, use Cold Snap Psynergy to grow a nearby puddle into an ice pillar, then shift the two nearby crates with Move Psynergy so that you can hop over to the Djinni.

**Djinni: Torrent**  
You found a Mercury Djinni! Try setting it to Rief or Amiti.



The opera house is worth exploring too—there's some valuable loot to be had here.



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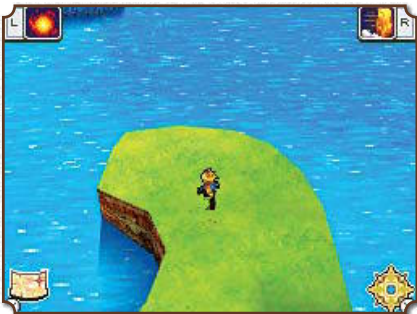
Exit the opera house via its back door to get closer to Belinsk castle. A prisoner is being held in a hanging cage back here, but it isn't Hou Ju. Boy, Belinsk sure has a lot of enemies!



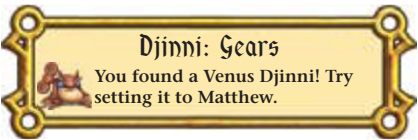
The castle itself is sealed up tight—the king isn't holding court until after some sort of imminent festival. You'll just have to come back later.



Having found no trace of Kraden at Belinsk, the party leaves town and considers other options. They decide to venture westward, hoping to visit the neighboring land of Bilibin. Perhaps someone there has news of their wayward friend.



Border Town is your next stop—it serves as a bridge between Morgal and Bilibin, and it lies just west of Belinsk. Before entering Border Town, venture way up north to encounter a secret Venus Djinni! Defeat the Djinni to acquire another welcome ally.



After finding Gears, head south and locate a cave nestled near the mountain. There's valuable loot to be had here, so go inside.

Border Town Mine



Inside the mine, venture to the west and slide a stone pillar one space to the right using Move Psynergy. Go north from here and transform a puddle into an ice pillar using Cold Snap Psynergy.



Backtrack a bit and climb some steps, then leap across the stone pillar you just moved. You land near a control lever; flip it to toggle the direction of the mine rail.

Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Ulysses)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Potion	<input checked="" type="checkbox"/>





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Run north and hop across the ice pillar you created to reach the mine's northeast ledges. Find two more levers here and throw them both to adjust the rail some more.



After throwing all three levers, hop into the northeast mine cart—and hang on tight! The cart takes you on a wild trip around the mine, eventually stopping near a treasure chest.



But wait, there's more! Climb back into the mine cart and ride back to the start. Exit the cart and run back to the far-west lever, throwing it to adjust the track. Return to the mine cart and take another ride.



This time, the cart delivers you close to a dangerous bomb! Stand near the cart and toss a fireball at the bomb to ignite its fuse.



Blammo—the bomb exposes an ancient tablet! Inspect the tablet to acquire the Ulysses summon.



Now that you've looted this region, hightail it back to Border Town. Perhaps someone here has seen Kraden.

Border Town



Hidden Loot			
Icon	Object	Contents	✓
1	Pot	8 coins	<input checked="" type="checkbox"/>
2	Box	Sacred feather	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Sirocco	Jupiter	<input checked="" type="checkbox"/>

Risky Business



Border Town is a small settlement that's usually alive with trade and activity, but tensions between Morgal and Bilibin have caused business to wane. Still, the merchants have some interesting goods for sale—do a bit of browsing as you explore.



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As they approach the town bridge, the party is met by a pair of salty pirates. The men seem to know Matthew, and they're carrying a message from their leader, the dreaded pirate Briggs!



The letter is actually from Briggs to Kraden. In it, Briggs beseeches the old man's help in rescuing his son, the pirate Eoleo, who's being held captive in Belinsk, just like Hou Ju. That must have been the man who was being held in the hanging cage!



Considering their task complete, the pirates begin to leave. They tell our heroes to visit Port Rago to the southeast if they're interested in helping their leader, then they depart. With no other leads to work with, the party decides to explore Port Rago after they've finished their business here in Border Town.



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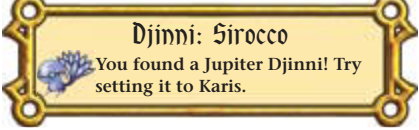
The bridge to Bilibin is closed, so there can be no exploring Morgal's neighbor. No matter; enter the gate house anyway and climb the ladder to reach the upper floor. If you like, peer through the telescope for a glimpse at Border Town's far side.



From the gate house balcony, use Grip Psynergy to zip over to the neighboring building. Head downstairs to reach the building's east side.



Say, there's a Jupiter Djinni over here! Collect the little guy without delay.



Djinni: Sirocco

You found a Jupiter Djinni! Try setting it to Karis.



When you've finished exploring Border Town, retrace your steps out of town. Along the way, you encounter one of Belinsk minstrels, who says she's on her way to Belinsk to play with her band. How fortunate! Six minstrels are needed to play "Arangoa Prelude," the song that will call Sveta to rejoin you.



After meeting the minstrel, leave Border Town and retrace your steps toward Belinsk. Continue east, past Belinsk, and follow the southern riverbank to a bridge that leads to a tiny isle. Battle a hidden Djinni here to add another worthy companion to your ranks!



Djinni: Furrow

You found a Venus Djinni! Try setting it to Matthew.



With Furrow secured, continue marching east until you reach the coast, following signs to Port Rago.



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Hidden Loot			
Icon	Object	Contents	✓
1	Pot	6 coins	<input checked="" type="checkbox"/>
2	Box	Herb	<input checked="" type="checkbox"/>
3	Stove	Lucky pepper	<input checked="" type="checkbox"/>
4	Pot	Weasel's claw	<input checked="" type="checkbox"/>
5	Barrel	55 coins	<input checked="" type="checkbox"/>
6	Barrel	Nut	<input checked="" type="checkbox"/>
7	Barrel	24 coins	<input checked="" type="checkbox"/>
8	Box	Water of Life	<input checked="" type="checkbox"/>
9	Box	Kaocho dumpling	<input checked="" type="checkbox"/>
10	Barrel	24 coins	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Otka Sea	Dialogue with villager.	<input checked="" type="checkbox"/>
Jenna	During dialogue with Briggs.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Coral	Mercury	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Hard nut	<input checked="" type="checkbox"/>
2	Planet armor	<input checked="" type="checkbox"/>
3	Quality zol	<input checked="" type="checkbox"/>



Ah, Port Rago. Just smell that fresh ocean air! Begin speaking with the locals, and gather information as you've done so many times in the past.



You soon learn that Briggs has docked his ship at Port Rago, but the town's shipwrights aren't allowing visitors. You'll have to find another way in.



Climb a nearby tree to reach the town's northwest ledge, then run around and leap to the roof of a building. Shove a crate off the roof so that it lands in the road below.



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Backtrack down to the road and use Move Psynergy to slide the crate away from the building. Continue shoving it south, into the water.



Sprint down the nearby steps and hop across the crate you've just dunked into the briny blue. Keep going until you reach another movable crate, then slide this one to the left so you may enter Port Rago's canal system.

Here There Be Monsters



Vicious critters lurk in this watery canal, so be on your guard. Ignore the northeast passage for the moment and dash west, crossing flotsam and looting barrels and boxes on your way to the canal's west exit.



You emerge near a treasure chest. Crack it open for a nice little prize, then double back into the canal and proceed through its northeast passage.

Treasure Chest 1

You found a chest! It contained a hard nut.



You can't claim the Mercury Djinni or treasure chest in this section of the canal at present, so proceed directly to the northwest ladder, and climb up.



The ladder leads up to the docks, where Briggs's battered ship is being worked on. Go left and climb a chain to reach higher ground.

TIP

There's plenty of loose loot to be found in the barrels and boxes around the ship—refer to the map to find every score.



Sprint right until you can go no farther, then use Grip Psynergy to pull a rolling staircase toward you.



Descend the stairs and climb a chain to reach a ledge with a chest. Pop it open for a suit of armor.

Treasure Chest 2

You found a chest! It contained planet armor.



Backtrack to the stairs and climb them. Cross the plank to reach the south side of the docks and descend the stairs here to at last reach Briggs.

Desperate Times



Captain Briggs is elated to see Matthew and his friends. He begs the group to help him free his boy from the clutches of Belinsk and asks that they seek council from an elder named Tret, who lives in Kolima forest. Briggs believes that Tret will know how to rescue his son.



Not one to expect a free handout, Briggs hands Matthew some precious Hermes' Water as advanced payment for his help. The precious substance is known to cure any ailment and is certain to come in handy!



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Kolima is your next destination, but there's still some looting left to be done. Chat with the shipwrights and then backtrack across the rolling stairs. Descend the north stairs again, and this time, sprint down the west steps. Cross the west plank to reach some boxes and claim some Water of Life from one of them.



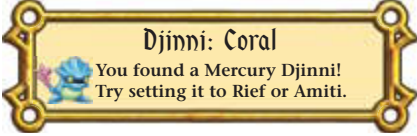
Go east, following the water's edge to a water bowl. Use Arid Heat Psynergy to drain the bowl, which lowers the water level in the docks and exposes two lower doorways. Climb down and head through the south doorway, which is obscured by the viewpoint angle but visible on your map.



The doorway leads back into the canal. Sprint left to reach a chest containing some quality zol.



Backtrack and head through the north doorway to reach the Mercury Djinni you noticed earlier on your way through the canal. Best the little Djinni in battle to gain its loyalty.



That's about wraps things up here at Port Rago. Backtrack out of the canal and make your way out of town. Another of Belinsk's wayward minstrels catches your attention as you leave, informing you that he's on his way back to play with his band. Only one more missing minstrel to find, and then you can summon Sveta!



Spend some time at Port Rago's shops before leaving town and sprinting north toward Saha Town and Kolima village.

# Chapter 11: Bad Dreams

## Saha Town

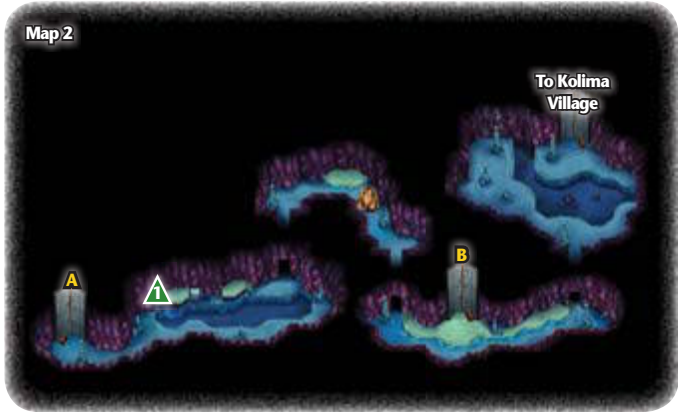




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Hidden Loot			
Icon	Object	Contents	✓
1	Barrel	7 coins	<input checked="" type="checkbox"/>
2	Box	Sacred feather	<input checked="" type="checkbox"/>
3	Pot	Elixir	<input checked="" type="checkbox"/>
4	Box	Nut	<input checked="" type="checkbox"/>
5	Barrel	30 coins	<input checked="" type="checkbox"/>
6	Pot	Antidote	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Imil	Bookcase.	<input checked="" type="checkbox"/>
Dream Leaf	Dialogue with villager.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Wisp	Jupiter	<input checked="" type="checkbox"/>



To reach Kolima village and forest, our heroes must first pass through Saha Town—

Kolima village's adjoining neighbor. Speak to the locals to learn that Kolima village lies just to the north, but that the north gate is closed due to a mysterious outbreak in Kolima.



Speak with the local merchants to learn they desire a Mountain Roc feather. Hey, doesn't everyone? Afterward, browse their wares and see if there's anything worth snapping up.



When you've finished exploring Saha Town, leap into the northwest well to reach its underground cistern. Approach the out-of-reach Djinni down here and use Move Psynergy to slide the nearby pillar one space to the right. This comes in handy later.



Climb back out of the well and cut across town. Use Move Psynergy to shift a tall crate to the east, out of your way, so you may access a second well. Hop into the well to return to the cistern.



A giant boulder blocks the cistern's west passage—you won't be able to reach that Djinni until you can deal with it somehow. Venture down the east passage instead and cross a gap using Grip Psynergy. Climb the rope beyond to return to the surface.

Kolima Village





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Hidden Loot			
Icon	Object	Contents	✓
1	Box	21 coins	<input checked="" type="checkbox"/>
2	Barrel	Bramble seed	<input checked="" type="checkbox"/>
3	Box	Weasel's claw	<input checked="" type="checkbox"/>
4	Pot	Herb	<input checked="" type="checkbox"/>
5	Pot	33 coins	<input checked="" type="checkbox"/>
6	Pot	Oil drop	<input checked="" type="checkbox"/>
7	Bookshelf	Sun Saga 5	<input checked="" type="checkbox"/>
8	Barrel	Elixir	<input checked="" type="checkbox"/>
9	Pot	Bramble seed	<input checked="" type="checkbox"/>
10	Barrel	Sacred feather	<input checked="" type="checkbox"/>
11	Pot	Sleep bomb	<input checked="" type="checkbox"/>
12	Cabinet	Ninja garb	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	777 coins	<input checked="" type="checkbox"/>
2	Safety boots	<input checked="" type="checkbox"/>
3	Apple	<input checked="" type="checkbox"/>
4	Virtuous armlet	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Dream Tree	Dialogue with villager.	<input checked="" type="checkbox"/>
Crush Tusk	Gained automatically after defeating Sludge.	<input checked="" type="checkbox"/>
Crush Psynergy	After obtaining and equipping the Crush Tusk.	<input checked="" type="checkbox"/>
Dream Tree (updated)	During dialogue (after curing the Dream Tree).	<input checked="" type="checkbox"/>
Laurel	During dialogue (after curing the Dream Tree).	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
⚠	Garland	Venus	<input checked="" type="checkbox"/>



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The party emerges from the well in Kolima village—a settlement surrounded by giant trees. Speak to the villagers to learn that everyone's been having nightmares lately. Something has happened to their Dream Tree, whose leaves are known throughout the land to give blissful slumber to those who ingest them before resting.



Explore the town to find a variety of hidden loot. Enter the tree houses and exit via their upper doorways to reach a network of paths created by their gnarled limbs. Navigate these paths to locate two hidden treasure chests and a Venus Djinni.

**Note**  
One of the treetop chests is currently unattainable. You'll claim it soon enough!

**Tip**  
Look for narrow gaps between the branches that allow you to leap from limb to limb.

**Treasure Chest 1**  
You found a chest! It contained 777 coins.

**Treasure Chest 2**  
You found a chest! It contained safety boots.

**Djinni: Garland**  
You found a Venus Djinni! Try setting it to Matthew.



Visit the item vendor's tree to spy a treasure chest behind his counter. Exit the tree and run around behind it, then enter its back door, which is obscured by the viewpoint angle but visible on the in-game map. Nab an elixir from a barrel in the back storage room before opening the chest to score an apple.

**Treasure Chest 3**  
You found a chest! It contained an apple.

**Into the Nightmare**



When you're ready to advance, enter the southernmost tree house and go upstairs. Speak with the woman in the green dress and tell her you're here to help. The woman becomes overjoyed and the scene soon shifts to the interior of the Dream Tree.



The only way our heroes can help the Dream Tree is by experiencing the villagers' nightmares firsthand. After consuming some Dream Leaves, the party's eyes slowly close, and they're soon transported to a fiendish otherworld....



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# Phantasmal Bog





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Chests		
Icon	Contents	✓
1	Mint	<input checked="" type="checkbox"/>
2	Faery vest	<input checked="" type="checkbox"/>
3	Giant axe	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Glare	Mars	<input checked="" type="checkbox"/>

Ancient Evil



Our heroes materialize in a vile bog filled with putrid water. Some sort of wicked creature glares furiously at them. What a dreadful place!



Begin leaping around the tiny isles, circling the marsh in a counterclockwise fashion. As you go, the nearby creature periodically surfaces to destroy a portion of each isle you cross. Don't let this rattle you; just keep moving until you reach a stone pillar.



Slide the stone pillar into the bog so you may advance. This also allows you to return to the isle you arrived on and travel back to Kolima village if you ever feel the need to do so.



Continue moving along the linear path until you reach a cavern filled with floating logs. Cross the logs and venture north to reach a similar cavern. Approach the giant leaf in the cavern's center and use Arid Heat Psynergy to evaporate the small puddle of water that has collected on the leaf.



Evaporating the leaf's water causes the water level to drop throughout the bog. Now you can descend the east steps to reach the chest here that previously had been submerged.

Treasure Chest 1

You found a chest! It contained mint.

Log Hoppin'



Backtrack south to revisit the floating log cavern. With the water gone, you can now roll the logs to reposition them. Shove the north log to the south to get it out of your way, then roll it back north. Push the southeast log to the west, then loop around and roll the north log south again.



Return to the giant leaf and use Douse Psynergy to fill it with water again. The bog's water level rises once more.



Backtrack to the cavern with the floating logs, which are now floating again. If you aligned them properly, you can now hop across to reach the northwest chest.

Treasure Chest 2

You found a chest! It contained a faery vest.



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Return to the giant leaf and drain the water from the bog once more. Backtrack to the log cavern and roll one log to the east and the other all the way to the south. Now roll the east log to the west. This allows you to proceed south across the logs after refilling the bog's water—go ahead and do just that.

Second Floor Surprises



Keep going until you reach the bog's second floor. There's a Djinni up here—to reach it, first raise an ice pillar from the south puddle, then roll the west log to the east so that it stops against the ice pillar.



Roll the north log to the south next so that it bumps against the south log. Now freeze the north puddle to lift the north log with the ice pillar that grows. With the north log propped up, you're able to cross it to reach the Djinni.

**Djinni: Glare**  
You found a Mars Djinni! Try setting it to Tyrell.



Proceed through the northeast door to locate a stone pillar. Shove the pillar off its ledge, dropping it into the cavern with the giant leaf. Then slide down the nearby slope to quickly return to that cavern.

Phantasmal Freezer



Approach the giant leaf and this time, cast Cold Snap Psynergy to grow a massive ice pillar, which extends all the way up to the second floor!



Freezing the leaf's water also ices over the surrounding waters, allowing you to skate across the surface. To proceed, skate in the following directions, starting from the giant leaf: east, south, west, north, and then west. Head through the northwest passage afterward.



Sprint straight through the icy passage that follows, ignoring the stone pillar that sits on the higher path. In the next frosty cavern, slide along the ice in the following directions to reach the east steps: south, east, north, west, north, east, south, east.



After reaching the east steps, sprint north and descend another short flight of stairs. Now skate south, east, and then north to reach the central chest.

**Treasure Chest 3**  
You found a chest! It contained a giant axe.



Slide back over to the east steps, and this time, venture south to return to the previous passage. Shove the stone pillar off the ledge here so that you may proceed up the northeast steps.



Back upstairs, use Grip Psynergy to reach the tip of the massive ice pillar you raised from the large leaf. Melt the pillar with a fireball to restore the bog to its normal, watery state, then grip over to the northeast passage.



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Proceed until you reach a stone pillar, then shove the pillar into the nearby water to expose a passage. Head through to return to the bog’s very first cavern.



Save your progress, then run around the outside of the cavern and jump to the north isle. The vile creature you noticed when you first entered the bog returns—and now it’s *really* angry!

**Boss Battle: Sludge**



HP: 1,906 (Sludge); 416 (Haunt Skull); 320 (Shield Skull)

Weakness: Wind (all enemies)

Sludge is one bad, phantasmal beast, and it’s backed by two eerie hovering skull monsters. The skull creatures are merely there as support, so make Sludge your primary target. Unleash Djinn to strengthen your party and weaken your rivals as you build power to call forth devastating summons.

**Caution**

The Haunt Skull can curse your party members—finish the fight or cure them quickly before they’re downed!



*Defeated, Sludge’s wicked influence no longer pervades the Dream Tree. The villainous creature vanishes, leaving behind an odd tusk.*

**Dream On, Kolima**



The townsfolk are thrilled to have things back to normal, but the Dream Tree still seems ill. Before tending to it, pocket the Crush Tusk that Sludge left behind to gain the use of Crush Psynergy!



Now for the Dream Tree. Approach it and use Hermes’ Water that Briggs gave you back in Port Rago, which can cure any ailment. The tree is instantly restored to full flourish!



After curing the Dream Tree, the party is paid a special visit from a little Djinni named Pewter. The creature has come to invite the group to visit its master, Laurel, in Kolima forest. Sounds like something worth checking out!



With the Dream Tree fully restored, the villagers of Kolima are finally free of Sludge’s wicked curse. You may now enter the Dream Tree inn to spend the night, and can explore its upper boughs to at last claim that treasure chest you noticed up here before!

**Treasure Chest 4**

You found a chest! It contained a virtuous armlet.





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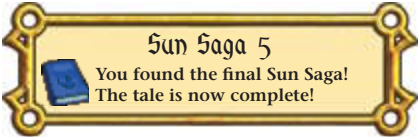
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Revisit Kolima’s items shop, located in the southernmost tree, to find that you may now purchase Dream Leaves from the vendor. The leaves are cheap, so pick one up—it’ll come in handy later.



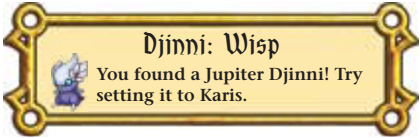
Next, head upstairs to revisit the woman in green who helped you enter the Phantasmal Bog. She and her family are doing quite well now. After speaking with the woman, search the nearby bookshelf to discover the fifth and final Sun Saga tome!



Now that you’ve got Crush Psynergy, you’re able to collect that Djinni you spied in the Saha cistern. Jump into the well and proceed west to reach the boulder that blocked your path before. Unleash Crush Psynergy to bash the boulder into a billion pieces!



Proceed along the tunnel to reach the Djinni. If you didn’t move the stone pillar before, you’ll need to backtrack and enter Saha Town’s northwest well to do so.



All right, it’s time to venture on to Kolima forest. Take the north trail out of Kolima village, chatting with one of Belinsk’s minstrels on the way out. The stubborn beastman has no intention of leaving until he hears the cry of the Mountain Roc—looks like you’ll have to return here later.



Make the short trek north to reach Kolima forest. Laurel and Tret are somewhere within!

Kolima Forest





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Hidden Loot			
Icon	Object	Contents	✓
①	Box	Hard nut	<input checked="" type="checkbox"/>
②	Lost Woodsman	Yew bow	<input checked="" type="checkbox"/>
③	Tree	Apple	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Potion	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
△	Pewter	Venus	<input checked="" type="checkbox"/>



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Encyclopedia Entries		
Title	How to Get	✓
Waelda	During dialogue with Laurel and Tret.	<input checked="" type="checkbox"/>
Sludge	During dialogue with Laurel and Tret.	<input checked="" type="checkbox"/>
Mia	During dialogue with Laurel and Tret.	<input checked="" type="checkbox"/>
Slap Glove	During dialogue with Laurel and Tret.	<input checked="" type="checkbox"/>
Alchemy Dynamo	During dialogue with Laurel and Tret.	<input checked="" type="checkbox"/>

Through the Woods



Pewter awaits on a stump just inside the forest. Seeing Matthew and friends, the little Djinni hops off to the north. Better follow after it—it would be easy to get lost in this dense wood!

Before following Pewter, search the crate near the east cabin for a hard nut.



In the next area, follow Pewter through the east log. Don't take another path or you may become lost.



Grow a vine in the third area so you can climb the tall tree, then sprint west and head through the high west log.



Make a quick U-turn in the fourth area to reach the fifth. Ignore the first vine you see and grow a nearby plant to the right into a vine.



Now climb the first vine and hop over to descend the vine you just grew. Sprint north to reach a treasure chest!

Treasure Chest 1  
You found a chest! It contained a potion.



Backtrack and climb the previous vine, then leap east and drop through the hole in the southeast tree. Run around to the long northeast vine and climb up to the higher treetops.



Hop all the way across the upper trees, growing a vine at one point so you can descend and reach the far-west ledge. Follow the trail back into the previous area.



A familiar-looking boulder blocks further passage along the ledge. Use your newfound Crush Psynergy to shatter the obstacle so you may hop onto the nearby tree bough.

Guardians of the Green



Landing on the tree bough, the party is surprised when a voice calls out from above. Looking up, they see that the tree has a woman's face—they've found Laurel, an ancient tree spirit known as a Waelda!



Laurel wishes to thank our heroes for helping the Dream Tree, and asks how she can repay them. The party asks if she might be able to help them find the Mountain Roc feather they've been after.



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*Suddenly, a loud voice booms out—it's another Waelda! This one's name is Tret, and upon learning of the young Adepts' legendary roots, he imparts his great wisdom: Only Slap Psynergy will be able to awaken the Mountain Roc, who slumbers atop a nearby mountain.*



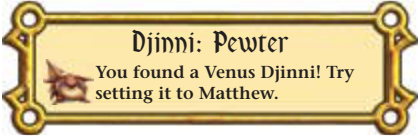
*Knowing that Sveta won't help them tackle the Roc, our heroes are somewhat mystified as to how to proceed. Tret tells them that an object known as the Slap Glove can grant our heroes the Slap Psynergy they need.*



*Before taking their leave, the party asks if Tret and Laurel have any advice on how they could rescue Eoleo and Hou Ju from Belinsk castle. The ancient trees know that ruins lie beneath the city and suspect they may provide a means of entering the castle. However, Laurel cautions them not to activate the ancient Alchemy Dynamo that lies within Belinsk's long-forgotten ruins—to do so would be disastrous.*



*The young Adepts agree not to tinker with the Alchemy Dynamo, further impressing Laurel. The ancient tree spirit insists that they take her Djinni servant, Pewter, along to help them in their quest.*



*Before sprinting down the north trail to seek out the Mountain Roc, take a moment to finish your exploration of Kolima forest. Descend the nearby vine and pass through the west log.*



*The group discovers a man trapped inside a tree, at first mistaking his voice for that of another tree spirit. This is just a simple woodsman, however—one who's in desperate need of rescue!*



*Climb the west vine to reach the treetops, then hop over the tree that the man is stuck inside. Grow a vine at the top of the tree and climb down inside.*



*The man is shocked to see vines where there were none before. Rather than questioning his good fortune, he hands his saviors a valuable yew bow before climbing off to freedom.*



*Pocket the yew bow and then scale the vine to exit the tree. Stand on the east bough and use Grip Psynergy to yank a distant apple off the neighboring tree and into your hands.*



*All right, you've dallied in these woods long enough. Backtrack to Laurel's bough and proceed up the north path to begin your search for the Mountain Roc.*



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# Chapter 12: No Mountain High Enough

## Kolima Junction



### Junction Djinni



Before racing east toward Talon Peak, head west to explore the other half of the junction. Shove a log here to roll it into a group of others, then use Crush Psynergy to destroy the boulder that's holding the logs in place.



Splash! The logs tumble into the nearby river, creating a bridge. Hop to the north waterfall to acquire a new Mercury Djinni!

### Djinni: Teardrop

You found a Mercury Djinni! Try setting it to Rief or Amity.



That takes care of that! Backtrack east and proceed toward the forboding cliffs of nearby Talon Peak. The time has come to face the Mountain Roc!

### Encyclopedia Entries

Title	How to Get	✓
Tret (updated)	During dialogue with Ryu Kou.	<input checked="" type="checkbox"/>

### Djinn

Icon	Name	Type	✓
	Teardrop	Mercury	<input checked="" type="checkbox"/>

### Familiar Faces



Making their way to Talon Peak, our heroes are paid a welcomed visit by Ryu Kou and Hou Zan. The men know that the Adepts are on their way to face the Mountain Roc and wish to lend them their support.



As it turns out, Ryu Kou and Hou Zan's arrival is a dose of good fortune—for they have the Slap Glove needed to wake the roc! Apparently Sveta loaned the men the Slap Glove to help them free Hou Ju from Belinsk, and although she'd never approve of its use in waking the Mountain Roc, the timing couldn't have been better.



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# Talon Peak



Chests		
Icon	Contents	✓
1	Cookie	<input checked="" type="checkbox"/>
2	Aura gloves	<input checked="" type="checkbox"/>
3	Sylph Rapier	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Magma Orb	During dialogue with Blados.	<input checked="" type="checkbox"/>
Magma Orb (updated)	During dialogue with party.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Puff	Jupiter	<input checked="" type="checkbox"/>

## Reaching the Roc



The treacherous cliffs of Talon Peak stretch before you—however, the first thing you'll want to climb here is the tree ahead. Leap from the top to reach the west ledge.



Hop to the top of the next tree and climb down to reach a treasure chest. Lift its lid to score a tasty treat.



Backtrack to the start and raise ice pillars out of the nearby water puddles. Climb the east tree and hop onto one of the ice pillars to reach a stone ladder.



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Climb the ladder, then use Move Psynergy to slide the nearby stone pillar one space to the left. Now you can drop down and climb the other stone ladder to proceed.



After climbing the second stone ladder, push the stone pillar west, positioning it beneath another ladder that's just out of reach.



Climb up the east ladder to reach a narrow handhold. Shimmy to the west and use the stone pillar you've just moved to help you reach the west ledge.



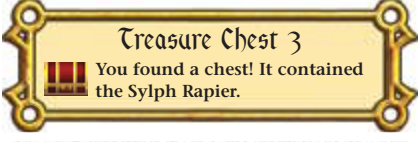
Leap from the ledge to reach another treasure chest. This is becoming quite profitable!



Backtrack to the handhold and shimmy east to reach a higher ladder. Climb up and scale the west steps, using Crush Psynergy to shatter a boulder that blocks your path. Continue your ascent to the next area.



Two stone pillars stand side-by-side up here. Spread them apart using Move Psynergy to form path to the east chest.



Return to the pillars and slide the east one over to the west so that it touches its twin. Now you can climb up the stone ladder above.



Continue climbing until you reach a handhold. Shimmy to the east until the rock face gives way and you're sent crashing down onto a lower ledge.



That was close! Zip to the east using Grip Psynergy and grow a small plant into a tall vine. Climb up and grip over to the next ledge, then slide down a slope.



Use Crush Psynergy to shatter a boulder here. This causes the overhead ledge to tumble, creating a way forward. Scale the resulting slope to proceed.



Head west and grow a vine so you can reach another narrow handhold. Shimmy east and climb a long ladder to the top of the mountain.

Note

Don't worry about that Jupiter Djinni on the ledge—you'll soon have it.



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Rude Awakening



At last, you've reached the Mountain Roc! The massive beast is sleeping peacefully—climb the east stone ladder and loop around to the west ledge, then use Slap Psynergy to bring the creature to its senses.



The roc awakens, but it's still somewhat dazed. Climb to a higher ledge and smack it again with another dose of Slap Psynergy.



Whack! The impact knocks the roc unconscious. No matter—one of its feathers floats to the ground. Save your game, then hurry down there and grab that feather!

Uninvited Guests



Before our heroes can celebrate their great success, a voice calls out to them—it's Blados! And he's not alone—Chalis stands by his side. The two don't attack, however—instead, they advise the party to obtain the Mountain Roc's true power source: the Magma Orb!



The conversation runs in circles until, suddenly, the Mountain Roc rises. Blados and Chalis decide to make themselves scarce, telling the party that they'll need to best the creature if they want to obtain its true power.

Boss Battle: Mountain Roc



HP: 3,136

Weakness: Wind

The Mountain Roc is your most challenging adversary to date, possessing brutal attacks and plenty of HP. Unleash Djinn such as Brick and Bark to fortify your party, and take the sting out of the Mountain Roc's brutal

attacks with Djinn and Psynergy that causes Delusion and reduce enemy Attack power. Keep everyone in good health as you build up your best summons.



The Mountain Roc collapses after succumbing to its wounds, quickly turning to stone and becoming a permanent fixture atop Talon Peak. Collect the unusual object it coughs up to obtain a Magma Shard.



More Magma Shards are found within the roc's body. Enter its mouth and collect each shard you find. (There are five shards in all.)





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Approaching the rear of the roc, our heroes discover the object Blados told them about: the Magma Orb! Blados had said this object is needed to power the Alchemy Dynamo, but the party suddenly recalls Laurel's warning that the ancient device must not be reactivated.



Sensing the party's trepidation, Ryu Kou seizes his chance to snatch up the Magma Orb. Blados has led him to believe that the orb is needed to free his sister from Belinsk castle, and Ryu Kou has no intention of letting a bunch of little Adepts stand in his way.



Shouting out demands, Ryu Kou orders his companion, Hou Zan, to retrieve the Slap Glove from the party. He also takes one of the five Magma Shards they've recently collected. Not wanting there to be any hard feelings, Ryu Kou says that he hopes the Adepts understand his position before departing with his ill-gotten treasures.



Our heroes are shocked to have lost so much in such a short time, but there's nothing else for it. They'll just have to hurry back to Belinsk and try to stop Ryu Kou from activating the Alchemy Dynamo!



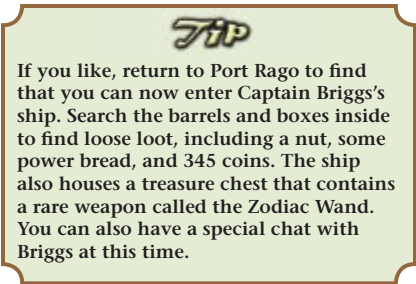
Exit the Mountain Roc via its rear passage (yikes!) and run around to descend the east ladder. Stand near the crumbling cliff below and use Crush Psynergy to smash it apart, revealing a slope.



Slide down the slope to land near the Jupiter Djinni you spied during your ascent. Defeat the creature to gain another awesome ally!



Complete your descent of Talon Peak and backtrack to Kolima junction. Continue backtracking to Kolima forest and take the south log to quickly exit the woods. Return to Kolima village and speak with the wandering minstrel you met there, Vande. Having heard the Mountain Roc's shrill, Vande is now ready to return to Belinsk and departs at once.



Head south, into Saha Town, and continue traveling south to exit the town. Proceed west, back toward Belinsk—but make a quick stop at the Teppe ruins first, which lie just south of Belinsk.



Now that you have Crush Psynergy, you can bash that boulder you noticed before. Do so to reveal a secret chamber that houses some valuable mythril silver.



Exit the Teppe ruins, but don't enter Belinsk just yet. Instead, proceed west, returning to Border Town—but only if you've purchased a Dream Leaf from Kolima village's items vendor! Return to Kolima and pick up a Dream Leaf if you haven't yet, then go to Border Town.



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Duck into the Border Town inn and speak with the innkeeper. She notices that you've got a Dream Leaf and asks if you'd like to use one to help you rest. You know that you do!



Using the Dream Leaf here at Border Town causes you to enter a dream version of the village. Exit the inn to find that the bridge leading toward Belinsk is now open! Sprint across the bridge to at last explore Border Town's west side.

Note

Don't bother searching boxes and the like for loose loot; there's none to be found in this dream world.



Head north to discover a small plant growing on the narrow ledge. Grow the plant into a vine and climb down to reach the cave below.



An ancient tablet awaits you inside the shallow cave. Inspect it to acquire the mighty Haures summon! Backtrack out of the cave and try leaving Border Town by any exit to end this magical dream and return to the real world with your newfound power.



That's all for now—hurry back to Belinsk and enter the city. You've got to stop Ryu Kou before it's too late!

Mystic Melody



The sun is setting in Belinsk—time is running out for Eoleo and Hou Ju. Race to the minstrels and request that they play "Arangoa Prelude."

Note

All of the minstrels must be accounted for if they're to play "Arangoa Prelude." If you didn't speak with Vande back at Kolima village, head back there and do so now.



The minstrels' music has an otherworldly effect on the citizens of Belinsk. Everyone drops what they are doing and begins to sway in tune with the enchanting ballad.



Magic hangs heavy in the air. Within moments, the town's central statue begins to rise, revealing a secret passage!



A voice suddenly calls out to Matthew—it's the voice of Sveta! The beastman is nowhere in sight, but is somehow communicating through the magic of "Arangoa Prelude"!



Time is short—Sveta can only communicate for as long as the song lasts. She urges her friends to hurry into the Belinsk ruins before it's too late.



There's no time to lose! Hurry into the statue passage and prepare to brave the hidden depths of Morgal.



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# Chapter 13: Jail Break

## Belinsk Ruins

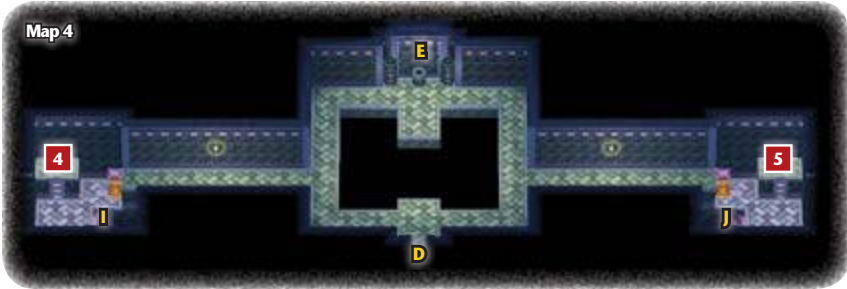




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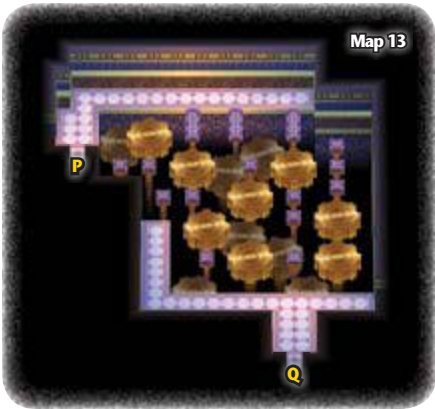
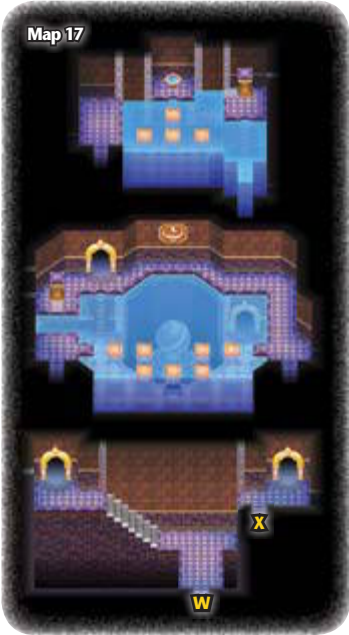




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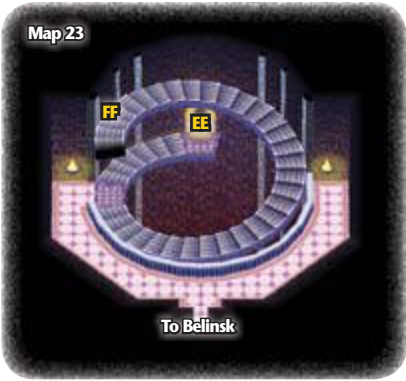
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Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Eclipse)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Storm gear	<input checked="" type="checkbox"/>
2	Vial	<input checked="" type="checkbox"/>
3	Sacred feather	<input checked="" type="checkbox"/>
4	Lucky pepper	<input checked="" type="checkbox"/>
5	Water of Life	<input checked="" type="checkbox"/>
6	Psy crystal	<input checked="" type="checkbox"/>
7	Mist potion	<input checked="" type="checkbox"/>
8	Quality zol	<input checked="" type="checkbox"/>
9	600 coins	<input checked="" type="checkbox"/>
10	Hagbone Mace	<input checked="" type="checkbox"/>
11	Potion	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
⚠	Chasm	Venus	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Tuaparang	Dialogue with Sveta.	<input checked="" type="checkbox"/>
Sveta (updated)	Dialogue with Sveta.	<input checked="" type="checkbox"/>
Blados (updated)	During dialogue with party.	<input checked="" type="checkbox"/>
Chalis (updated)	During dialogue with party.	<input checked="" type="checkbox"/>
Wards	During dialogue with Ward.	<input checked="" type="checkbox"/>
Arcanus	During dialogue with Arcanus.	<input checked="" type="checkbox"/>



Your first trip into the ruins is a brief one. Sprint west up the stairs, heading back up to Belinsk.

*Note*

If you didn't grab that Mercury Djinni from the ruins on your first visit to Belinsk, you can do so by entering the town's temple, going downstairs to the library, and sliding the bookshelves away from the stairs to reveal a secret passage.



You emerge near the treasure chest that caught your eye during your first visit to the city. Pop it open and claim your reward.

**Treasure Chest 1**

 You found a chest! It contained storm gear.



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Backtrack into the ruins and enter the north doorway. Place one of the Magma Shards you collected from the Mountain Roc onto the cylindrical pedestal here to restore a trickle of power to the ruins and open the way forward.



Hop straight across the following chasm and place another Magma Shard on the north pedestal. This raises several more footholds in the chamber—cross them to reach the nearby chest.



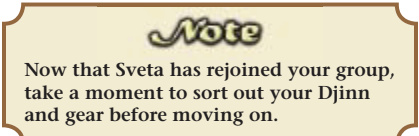
Proceed east and sprint through the north door (the east passage's Magma Shard pedestal is a red herring). Slot your third Magma Shard into the north pedestal to transform the area and reveal another secret passage.



*The secret passage opens wide, and who should stroll through? None other than Sveta! She warns the party that the Tuaparang commanders—Blados and Chalis—are also in the ruins, and the scene shifts to show the mysterious figures moving about the chamber far below.*



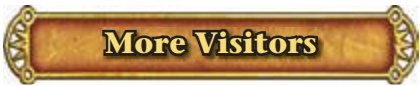
*Knowing that time is short, Sveta uses her natural Psynergy to read her companions' minds. The party is astounded at her abilities and urges her to join them again—an Adept of her talents would certainly make a valuable comrade!*



With Sveta back in your fold, head through the north passage, from which she just emerged. Sveta is surprised to find the path has vanished—it must have happened when you inserted the last Magma Shard.



Not to worry. Simply backtrack to the south to discover that a new set of stairs has appeared. This also must have happened when you inserted the last Magma Shard! Sprint down the steps to venture deeper into the ruins.



Proceed deeper into the ruins until you reach a massive gate of pure energy. Who knows what secrets might lie ahead?



*While the party ponders how to proceed, two familiar faces appear. It's Ryu Kou and Hou Zan! Before things turn ugly, the two men beg forgiveness. They were only acting out of desperation to save Hou Ju, after all, and the party soon welcomes the men back into their midst.*



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New allies are always welcome, but you've still got to get past that energy gate. To open the way forward, slide the nearby orange orb onto the sun tile, then move the yellow orb onto the moon tile. Stand on the south tile afterward to complete the trinity of sun, moon, and matter, causing the gate to open.

Puzzling Paths



The gate leads to a large chamber filled with overlapping paths. Sprint north to discover two pegs. Use Crush Psynergy to pound the south peg, slamming it into the ground and causing a new peg to rise to the right.



Scale the east steps and hop onto the peg you've just raised. Hop to the north peg afterward, then over to a treasure chest.

**Treasure Chest 3**

You found a chest! It contained a sacred feather.



Backtrack across the pegs and pound down both to raise two new pegs to the west. Scale the west steps and hop across the pegs to begin exploring the west side of the chamber.



Scamper down the west stairs and sprint north to locate a Venus Djinni. Pound the nearby peg to raise a new one beneath the Djinni, elevating the creature and causing it to leap to the nearby stairs. Pound the new peg afterward to lower it and raise the original peg.



Run east and scale some stairs to reach the Djinni. You'll have to defeat this one to gain its company!

**Djinni: Chasm**

You found a Venus Djinni! Try setting it to Matthew.



Run south after claiming Chasm and sprint up the long southwest stairs to return to a previous floor. Climb a short ladder to reach a treasure chest up here, then backtrack to the pathway chamber after pocketing your loot.

**Note**

You can slide the pillar away from the east wall if you like, but there's no need to do so.

**Treasure Chest 4**

You found a chest! It contained lucky pepper.



Descend the southwest stairs and backtrack around the west half of the pathway chamber, looping around in a counterclockwise fashion to return to the upper paths. Hop a gap in the upper paths and sprint east to begin exploring the chamber's other side.



Scamper down the east stairs and follow the path to reach a peg. Pound the peg to raise a new one, then mosey south to discover some tiny platforms.



Hop south across the platforms and scale the southeast stairs to return to the floor above. Climb another short ladder up here to reach another chest.



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Backtrack downstairs after looting the chest. Use Grip Psynergy to quickly return to the central path, then sprint north to reach the first pair of pegs you encountered.



Pound both pegs to set them back to the right, then hop across them to return to the chest you looted earlier. Now that you've raised the peg to the east, you can hop across it to exit this maze via the north door.



The party enters a peculiar chamber with a life-sized chessboard on the floor. Examine the stone tablet near the board to cause several knights to appear on its tiles.



To advance, you must use Move Psynergy to steer the white knight into striking range of the black king. Black knights can defeat the white knight along the way, so you must move the white knight as follows: east, north, west (x2), north, west (x2), north, east.



The north gate opens after the black king has been felled. Before passing through, leap to the east platform and crack open the chest you find there.



A long staircase stretches on beyond the chessboard gate. Race downstairs to venture even deeper into the Belinsk ruins.



The stairs lead to a large chamber with a huge mechanism in the center. For now, simply cross the chamber by hopping onto the mechanism, and passing through a north door.



You come to a small chamber. Run across the stationary gears and scale the steps so you may place your final Magma Shard on the north pedestal. Power is then restored to this area of the ruins.



Backtrack out of the room, crossing the now-spinning gears to find that the main chamber's central mechanism is now slowly rotating. Hop aboard and ride around, leaping off to explore the east side. Proceed through the north door over here.



You're back in the small north chamber, but now you're on its east side. Cross the spinning gears and enter the back door.



More gears are spinning away in the next chamber. Sprint to the far-east end of the entry ledge and leap south, crossing the gears and platforms.



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Stick to the east wall until you near the south ledge, then go west until you're able to leap to the west ledge from the gear that's closest to it. Then proceed through the south door.



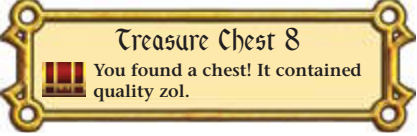
You're back in the main chamber. Shove the nearby pillar to the west, dropping it into the pit. Now you can hop across to reach a treasure chest!



Hop back across the pillars and scale the east stairs to reach a higher door. Pass through to explore more of this peculiar place.



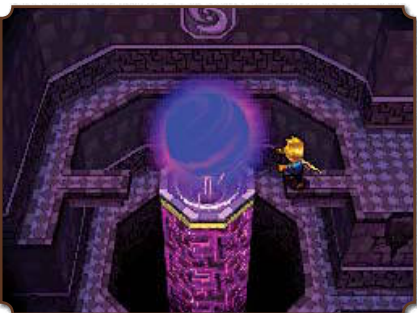
Shove the large zol block you find in this chamber to the east, then run around behind it and shove it back to the west. The block comes to a rest near a chest; scale the short steps and leap across the zol block to claim the chest's contents.



Slide the zol block back to the east, then shove it south. Ride across the spinning gear afterward so you can push the block to the west.



Ride the other spinning gear and shove the block north. Push it east, then north, to position the block between two tall platforms. Use Whirlwind Psynergy to raise the block skyward, then quickly scale the nearby ladder and leap across the block before it falls.



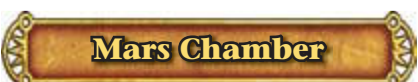
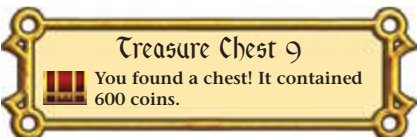
Pass through the doorway to reach a chamber with a large gray sphere in its center. Buffet the sphere with a whirlwind to infuse it with Psynergy. This causes a similar sphere to begin rotating around the main chamber's central mechanism!



Backtrack to the main chamber and stand at the edge of the ledge that overlooks the central mechanism. Wait for the Jupiter sphere you've just activated to swing past, then leap onboard and ride to the chamber's west side.



Leap off of the Jupiter sphere when it reaches the west ledge. Before entering the nearby door, sprint downstairs and shove a pillar so you can reach a chest on this side of the room.



Run upstairs and head through the north door to reach a room filled with pegs. Pound the pegs into a sideways "L" shape that allows you to leap across from the west ledge and land near the north chest.

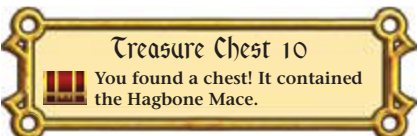




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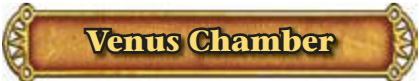
Hop back across the pegs after opening the chest. Leave the west pegs alone but alter the east pegs to create a sort of “Z” pattern that allows you to cross the chamber and proceed through the northeast door.



Follow the path until you reach another chamber with a large gray sphere. Blast this one with a fireball to activate the matching sphere back in the main chamber.



Exit out to the main chamber and ride the now-active Mars sphere back over to the east side. Pass through the door here to proceed.



Scamper upstairs and run north to reach a room filled with spinning gears. Hop across the gears and until you’re able to ride down one and reach the ground floor. Then pound the north cog to lower it and start the rest of the room’s gears spinning.



Now you can cross the spinning gears and reach the central doorway that leads south. Head through to reach the sphere chamber and activate the sphere using Growth Psynergy.



Good work! Now ride the west gear to quickly return to the main chamber. Cross the now-mobile Venus sphere to travel west and visit the next puzzle chamber.



Climb the stairs and hop across the floating blocks to reach the north end of this chamber, where more floating blocks are found. Hop over to the water bowl and drain it using Arid Heat Psynergy.



Evaporating the water reduces the water level in the chamber. Descend the ladder and shove the east and west blocks two spaces to the north to line them up in a row.



Refill the water bowl using Douse Psynergy to restore the water level. Now you can hop across the floating blocks to reach the nearby pillar. Shove the pillar west, into the water.



Return to the water bowl and drain it once more. With the pillar in place, you can now leap over to the adjacent ledge and descend a ladder to proceed south.



You’ve reached the Mercury sphere. Activate it using Douse Psynergy to activate its twin back in the main chamber. Now climb the nearby ladder and circle around the sphere to quickly exit this area.



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You know the drill: Wait for the now-rotating Mercury sphere to swing past, then hop on and ride to the east ledge. Proceed through the door beyond.

Orb Chamber



You've made your way back up to the second floor. Cross the room and crack open the far chest to score a potion.

Treasure Chest 11



You found a chest! It contained a potion.



Hop back to the room's center. Four orbs must be maneuvered onto the north circular tiles. The orbs are set on grooved tracks, so simply slide each one until it falls into place.



With all four orbs properly aligned, the scene shifts to the main chamber. The rotating orbs here align themselves similarly—head through the south door to return to the main chamber and hop across the orb platforms to reach the central sphere.



A voice calls out to our heroes when they near the sphere, advising them to “reverse the world’s rotation” to reach the final gate. Smack the orb with Sveta’s Slap Psynergy to alter its rotation, sending the party spiralling downward into the ruins’ lowest depths!

Note

There's no way to enter the main chamber's highest two doors.

The Final Gate



Descend a ladder and circle around this quiet chamber to reach another large energy gate. If you like, enter the northwest door to reach a dark chamber in which a torch can be pushed to reveal the final solution, but there's no need to do so—we're about to tell you how to solve it!

TIP

Enter the northeast door to reach a giant Psynergy Stone that can restore your party's PP if they're running low. Unlike smaller Psynergy Stones, this big one won't bust!



To open the final gate, target the four gray pillars around the central orb with the following Psynergy:

Northwest pedestal: Growth Psynergy.

Southwest pedestal: Fireball Psynergy.

Northeast pedestal: Douse Psynergy.

Southeast pedestal: Whirlwind Psynergy.



With all four pillars infused with the proper Psynergy, the gate opens wide. There's nothing else for you here—save your progress and hurry through!

Alchemy Dynamo



Passing through the final gate, our heroes at last arrive at the heart of the Belinsk ruins: the Alchemy Dynamo! The face of a Ward appears on the wall; it instructs the party to place the power source on the nearby pedestal if they wish to activate the device.



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Ryu Kou produces the Magma Orb, but begins to have second thoughts when the party reminds him of their promise to Laurel—the ancient Waelda had implored them not to activate the Alchemy Dynamo. With Hou Ju’s life hanging in the balance, the choice isn’t easy.



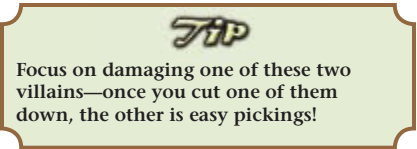
Before Ryu Kou can make up his mind, uninvited guests drop by. It’s Blados and Chalis! And they’re not alone—a masked stranger follows them. The trio insists that our heroes activate the Alchemy Dynamo, and when the group resists, Blados and Chalis close in and attack!



HP: 1,931 (Blados); 1,830 (Chalis)

Weakness: Fire (Blados); Water (Chalis)

This terrible twosome must be tackled with care. Both Blados and Chalis have powerful attacks—Blados’s pack a bit more punch, while Chalis’s can cause paralysis. Raise your group’s Defense and Resistance with Psynergy and Djinn, and build toward powerful summons as you’ve done against other bosses in the past.



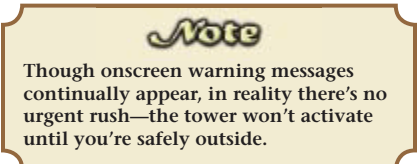
Blados and Chalis may have failed to defeat the party, but the war has been won anyway—while the party was distracted, the masked stranger has convinced Ryu Kou to place the Magma Orb!



The ruins begin to tremble, and the Ward warns that everyone should evacuate immediately—the Luna Tower is preparing to activate! Having fulfilled his mission, the masked stranger—who identifies himself as Arcanus—collects his comrades and departs.



There’s no time to waste—the Luna Tower is about to activate, and you don’t want to be around when that happens! Sprint upstairs and use whirlwinds to raise the zol blocks you encounter so you may cross gaps. Hurry through the upper door when you get there.



Sprint up the long, winding staircase, but don’t head through the first exit you encounter. Keep scaling the steps instead, going all the way to the top to discover an ancient tablet. Inspect the tablet to acquire the Eclipse summon!



Backtrack to the lower doorway and head through to escape the tower. The structure activates once the party is safely outside, growing taller and extending high up into the sky. You’d have been trapped up there if you hadn’t escaped!



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Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Apple	✓
2	Pot	20 coins	✓
3	Pot	Oil drop	✓

Chests		
Icon	Contents	✓
1	Power bread	✓
2	Beast knuckles	✓

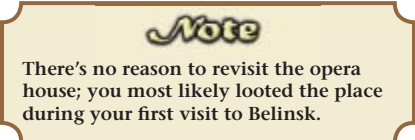
Encyclopedia Entries		
Title	How to Get	✓
"Arangoa Prelude" (updated)	Dialogue with villager.	✓
Eclipse Tower	During dialogue with party.	✓
Spirit Sense Psynergy	During dialogue (after rescuing prisoners).	✓
Briggs (updated)	During dialogue with party.	✓
Craggy Peak (updated)	During dialogue with party.	✓
Eoleo (updated)	During dialogue with party.	✓



Who knew the Luna Tower was hidden beneath Belinsk all this time? No matter; hop to the nearby raft and sail south with a whirlwind to reach a chest you noticed in Belinsk before.



Slide the nearby crate out of your way so you may climb a ladder and run south into Belinsk proper. Speak to villagers to get their take on the recent events. You may also visit the town's shops to sell unwanted loot if you like.



Be sure to enter the city's west house, where you find its elderly occupants sleeping in their beds. Try speaking to the male beastman, and he'll get up and walk out of the room. Moments later you hear a crash, and the beastman returns to bed, saying he shouldn't try to make tea while half asleep anymore.



Return to the house's kitchen and notice that there's water on the floor near the fireplace now. The sleepy beastman made a mess! Climb the nearby ladder to reach the top of the bookshelf, then use Douse Psynergy to extinguish the fireplace.



Climb back down and use Cold Snap Psynergy to transform the water puddle into an ice pillar. Climb back up and hop across the ice pillar to reach the far ladder, which leads up to the attic.



Hey, there's a Djinni up here! Collect the little creature and then make your way out of the house.



When you're ready to advance, head north toward the castle gate. The drawbridge is down and the guards allow you to pass. At last, the time has come to save Hou Ju and Eoleo!



Enter the castle and speak to the servants and guards on your way to taking the northeast stairs up to the second floor. Here you find Hou Ju sitting in her holding cell!



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*Hou Ju is overjoyed at seeing her brother, but the happy reunion is cut short when none other than King Volechek himself enters the room! Fortunately, the king isn't here to cause trouble—he merely wishes to thank our heroes for activating the Luna Tower.*



*To prove his words, the king opens Hou Ju's cell, telling her she's free to go. Moments later, the group's old friend Kraden enters, pleased to find everyone safe and sound.*



Things seem to be going well until Kraden informs the king that activating the Luna Tower—also known as the Eclipse Tower—was a terrible mistake. This news enrages Volechek, who believes that the tower is necessary for defending his kingdom of Morgal from invaders.



*Uninterested in hearing Kraden's explanation, Volechek storms off in a huff. Sveta is hurt at seeing her noble brother so upset, but Kraden won't back down—he insists that the tower's activation will have catastrophic repercussions.*



*Kraden urges Ryu Kou, Hou Zan, and Hou Ju to flee Belinsk at once—for those that do not wield the power of Adepts won't last long when the looming tragedy unfolds. The indebted trio doesn't wish to leave their friends behind, but reluctantly takes their leave.*



*Time is running short, but Briggs' son Eoleo is still locked away somewhere inside the castle. The party resolves to make haste and rescue the lad—they've come all this way, after all.*

**Saving Eoleo**



Pluck an apple out of the pot in Hou Ju's cell before heading back downstairs. Cut across the hall and scale the west steps to reach the second floor's west side.



Step out onto the second floor's west balcony to come face-to-face with Eoleo, who's locked up tight in a hanging cage. Not good! Use Slap Psynergy to whack the cage, sending it crashing to the ground below.



Hurry back downstairs and exit the castle through the southwest door to reach Eoleo. The pirate quickly comes to his senses and agrees to follow the group out of danger.

**Wicked Eclipse**



Just as things seem to be going so well, the sky darkens dramatically. It's an eclipse! Kraden warns that Luna will soon blot out Sol entirely if the party isn't able to stop this tragedy from happening.

**Rooftop Chest**



Head back into the castle and take the southeast stairs up to the second floor. An attentive guard won't let you proceed into the throne room—distract him by ringing the nearby bell with Slap Psynergy!





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Hurry into the throne room while the guard is distracted and proceed up the north stairs to reach the roof. Open the chest up here to score a valuable weapon for Sveta.

Treasure Chest 2

 You found a chest! It contained beast knuckles.

Opera Monsters



You've finished exploring the castle; backtrack down to the first floor and exit via the main gate. Sveta's Spirit Sense Psynergy activates just outside the castle, apparently against her own will.



Through the use of her Spirit Sense Psynergy, Sveta witnesses a vision of her brother, King Volechek, entering the Belinsk opera house with a group of soldiers. The king has heard that monsters are inside the opera house and seeks to deal with them personally!



Sveta's brother is in danger—you've got to help him! Hurry south to return to town and make your way to the opera house by scaling the east stairs to reach the town wall, then looping around to descend the west stairs.

Caution

Devious monsters now roam Belinsk—be ready to fight!

Note

You may now use Sveta's Spirit Sense Psynergy to read people's minds! Try it out on your way to the opera house. You can even communicate with those who have fallen to the dark hoard!



Streak into the opera house and take the east door to head upstairs. Cross to the west side of the balcony and descend the west stairs to reach the stage, where fearsome foes await.



As the party approaches the onstage monsters, the overhead chandelier suddenly springs to life, transforming into a wondrous dragon! The creature seems to want to fight the monsters, but our heroes decide to take these wicked demons down themselves.



This isn't exactly a boss battle, but there's no sense in holding back—unleash multi-target Psynergy to devastate the fiends in short order.



When the smoke clears, our heroes find that the monsters have gravely wounded an innocent woman who cared deeply for the chandelier dragon. Still, the poor woman seems pleased that she at last got to meet the wondrous creature.



With its caretaker slain, the dragon decides to join Matthew on his quest. The cost was high, but you're now able to summon Crystallux in battle!



The scene shifts to the graveyard beyond the opera house, where Matthew is paying his last respects to the poor woman he wasn't able to save. Kraden advises that they make themselves scarce before things get any worse.





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Dark Times



Take Kraden's advice and descend the nearby ladder. Cross the tiny stones on your way back to the raft you used after exiting the Luna Tower. Use the raft to travel south, then climb another ladder and head east toward the pier.



Reaching the pier, Kraden takes a moment to explain what's going on in Belinsk. Because of the Luna Tower's ascension, the eclipse is causing monsters to appear wherever the shadow of darkness touches. The eclipse itself is causing this terrible nightmare!



Kraden believes most of the world is likely shadowed by the eclipse at present, and that tragedy is striking all over. Clearly something must be done to undo this horrible occurrence!



Approaching the nearby ship, the party recognizes it as none other than Captain Briggs's vessel. Panic flows through the group when they spy Briggs lying motionless on the deck!



Seeing his father in such a state, Eoleo leaps recklessly onto the ship, and becomes surrounded by wicked creatures. Fortunately for him, heroic Adepts have his back!



Again, this isn't so much a boss battle as it is a fight against stronger-than-usual adversaries. Use standard attacks and multi-target Psynergy to inflict damage to all foes, battering them until the ship deck is cleared.

Shippin' Off



With the dark monsters down for the count, Eoleo hurries over to his father. Sadly, Briggs has sailed his last sea.



The party takes a moment to pay their respects, but time is short and they can't linger about. Thankful for all that our heroes have done for him, Eoleo joins the party, lending them his skill as a seasoned Fire Adept!

Note

Eoleo owns several Mars Djinn, but his equipment leaves much to be desired. Review your available gear and Djinn, and outfit your warriors as you see fit.



Speak to everyone aboard the ship to get their take on the current situation. When you're ready to leave, speak with Eoleo and tell him that it's time to ship off.

Parting Gift



A loud howl rings out just as Eoleo casts off—it's King Volechek! The noble beastman calls out to his sister, begging her forgiveness—he had been foolishly misled by the agents of Tuaparang. As the ship begins to sail away, Volechek casts a magical blue orb toward his sister, saying that he stole it from Blados. Perhaps this orb will help our heroes put things back to rights!



Sveta begs her brother to join them, but the good king won't abandon his duty. Waving goodbye, Volechek sends his sister his best wishes.



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Forming a Plan



Not long after shoving off, our heroes are caught in a mighty storm that rocks the ship so terribly that the entire party is knocked out cold. What else could possibly go wrong?



When they regain their senses, the group takes a moment to plan their next course of action. Kraden doesn't have much advice to give, but suggests that the party begin investigating nearby islands. It's as good a plan as any!



As luck would have it, there's an island just south of your position. Sail south and shore up at the island's eastern beach, then sprint into the village you discover here. Perhaps someone in town will have some useful information!

Chapter 14: Shadow of Evil

Harun Village



Family Matters



A great shadow has been cast over Weyard, and our heroes have sailed to a tiny island village in search of inspiration. As luck would have it, the eclipse's nefarious shadow doesn't reach here. Begin questioning the locals as you search the settlement.



The person you really want to see here at Harun village is the old storyteller, Ikan. Enter the south cabin to speak with Ikan, who tells you that his grandson, Kaba, has gone missing. How sad—you'll have to keep an eye out for the little guy.

Hidden Loot			
Icon	Object	Contents	✓
1	Pot	432 coins	☑
2	Pot	Crystal powder	☑
3	Pot	Nut	☑
4	Pot	Hard nut	☑
5	Pot	Elixir	☑
6	Pot	Herb	☑

Djinn			
Icon	Name	Type	✓
△	Spring	Mercury	☑

Encyclopedia Entries		
Title	How to Get	✓
Eastern Sea	Use Spirit Sense Psynergy on the innkeeper.	☑
Kaba	Dialogue with Ikan.	☑
Ikan	Dialogue with villager.	☑
Belinsk (updated)	Dialogue with villager.	☑
Watchtower	During dialogue with Ikan (after rescuing Kaba).	☑
Ikan (updated)	Dialogue with villager (after rescuing Kaba).	☑



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*Tip*

Use Spirit Sense Psynergy on Harun's innkeeper to acquire the "Eastern Sea" Encyclopedia entry!

*Note*

Don't bother moving the tall crate in Ikan's cabin; there's no need to do so at present.



After probing the locals and browsing the shops, explore the southwest shore to discover a cave blocked by a boulder. Smash that stone with Crush Psynergy and head into the cave.



Crush another boulder inside the cave, then roll the logs as follows to reach the Mercury Djinni that's hiding in here: west, south, north, east, south.

**Djinni: Spring**

You found a Mercury Djinni! Try setting it to Rief or Amiti.



After you've finished investigating Harun village, take the west path out of the settlement and continue venturing west across the island. Ignore the colorful tower on the hilltop for now and enter the west cave instead.

# Harun Channel



Chests		
Icon	Contents	✓
1	Lucky cap	<input type="checkbox"/>
2	Muramasa (cursed)	<input type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Harun Village	During dialogue with Kaba.	<input type="checkbox"/>

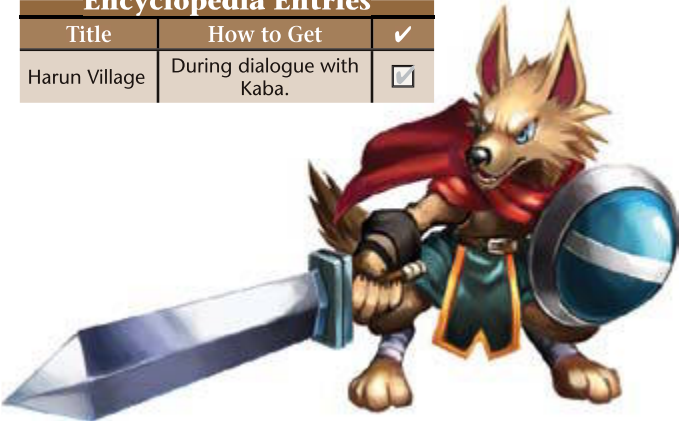




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Cross the plateau and head for the tower-like structure at the far end. Don't worry about that chest in the shallow water below; you'll claim it soon enough.



Sprint downstairs to find a man and young boy at the bottom of the tower. You can't reach them directly, so proceed through the east door.



Slide the tall crate in the next room three spaces to the east and two spaces to the north, so that it's close to the nearby seesaw.



Use Crush Psynergy on the seesaw to smack its left seat, raising the right one. Now stand on the left seat and smack the right seat to backflip to the crate you've just moved.



Hop to the west ledge and open the chest you find here to score a nice piece of armor. Slide down the slope afterward and use the seesaw to backflip onto the east ledge.



Climb down a ladder to reach a watery channel. Sprint east to find another seesaw and use it to backflip to a tiny platform. Run back along the channel's south ledge, returning to the previous area.



Maneuver a stone pillar here so that you can leap to the west ledge. Now you can speak with the man and boy that you noticed on your way in.



The man and child turn out to be Kaba and his father, who have been missing from Harun village for quite some time. They're surprised to see our heroes, and even more surprised when Rief uses Psynergy to heal the father's injured leg!



Grateful for the assistance but eager to be away from this dreadful place, Kaba and his father quickly depart for home. But before leaving, they invite the party to visit them at their house.



Dash through the nearby doorway to exit the tower. Circle around the crashed boat to reach the treasure chest you spotted earlier.

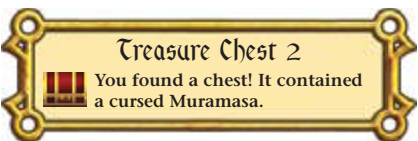
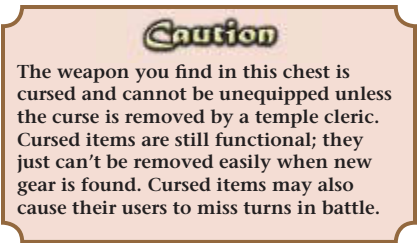




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Return to the tower and use the nearby ladder to quickly reach the stairs you used to enter. Backtrack up the stairs and make your way back to Harun village.



Return to Ikan's cabin to find that Kaba and his father have made it home safe and sound. Ikan is thrilled to have his family back and asks the party to demonstrate the power they used to heal his son.



Impress Ikan by sliding the nearby crate using Move Psynergy. Having never seen anything like this before, the old man is amazed at the incredible feat.



Long has Ikan waited for ones such as our heroes to arrive. The old storyteller has known that a special breed of warrior is needed to brave the watchtower that stands on the nearby Warrior's Hill. With the coming of the recent eclipse, Ikan had suspected the chosen ones might arrive.



Knowing that prophecy is unfolding before his very eyes, Ikan hands Matthew an item that Harun village's storytellers have kept safe for generations: a key to the Warrior's Hill watchtower. He informs the group that the treasure they find inside the tower will guide them toward their destiny.



You've done all you can for Ikan and his people, and they've done all they can do for you. Gear up at the village's shops before venturing west toward Warrior's Hill.

## Warrior's Hill

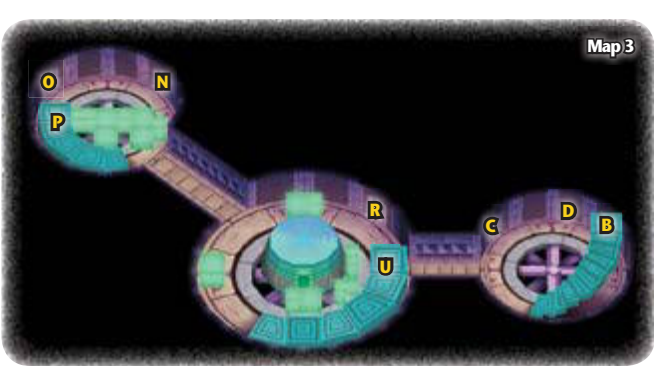
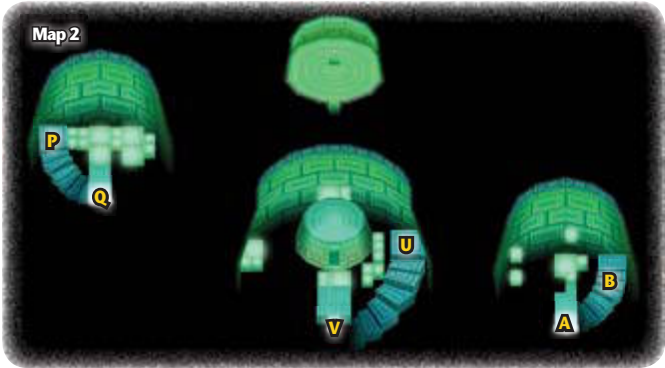
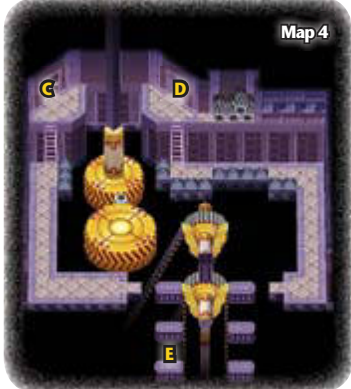




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Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Coatllicue)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Cookie	<input checked="" type="checkbox"/>
2	Dragon mail	<input checked="" type="checkbox"/>
3	Aegis Shield	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Third Eye	Gained automatically after obtaining the Third Eye.	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Chain	Venus	<input checked="" type="checkbox"/>

Way of the Warrior



The energy of this sacred place hangs heavy in the air. You can't reach the Venus Djinni on the west ledge, so simply proceed into the east tower to begin your quest for knowledge.



Cross the floating zol blocks and descend the entry staircase to reach a circular chamber with a giant fan. Head through either north door to venture even deeper.



Both doors lead to a room with a vertical conveyor belt. Hop on board to ride down.



The belt brings you past a west ledge. Hop over to open a treasure chest.

Treasure Chest 1

You found a chest! It contained a cookie.

Water Power



Sprint west along the narrow path, ignoring the background door you encounter. Keep going to reach Harun channel, and continue along until you spot a boulder that's plugging up the water flow.



Climb down the nearby ladder and slide a pillar two spaces to the right to get it out of your way. Freeze two puddles into ice pillars, then climb back up the ladder. Hop onto the ice pillars and use Crush Psynergy to smash the boulder and flood the channel with water.



Backtrack out of the channel to find another conveyer belt in motion. Enter the background door and scale the stairs so you may leap onto the belt and ride up.



The belt takes you to a higher chamber filled with gears. Immediately hop back onto the conveyer belt and ride back down to reach a ledge with a chest.

Treasure Chest 2

You found a chest! It contained dragon mail.



Take the stairs to return to the conveyer belt's west side and ride up. This time, hop across the gears and climb a ladder to ascend the room's northeast stairs.



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Shifting Gears



You emerge in another circular chamber filled with zol blocks. Proceed down the west staircase to return to the gear room, then use Move Psynergy to slide a tall cog off the entry ledge.



The nearby ladder is broken, so backtrack around to the gear room's east side. Cross the gears to reach the cog you've just dropped and maneuver it onto the vacant spoke to the south. This connects the gears, putting them all in motion.



With the gears spinning away, a giant fan is activated upstairs, causing a zol staircase to rise and making a tower emerge from the ground outdoors. Hurry upstairs and exit through this new tower.



You're now able to reach that Venus Djinni you noticed when you first arrived at Warrior's Hill. Scale a tree to reach the Djinni's ledge and defeat the creature in battle to gain its service.

Djinni: Chain



With Chain at your disposal, return to the previous tower and descend the zol stairs. Sprint southeast to reach the floor's central chamber and descend its only staircase.



You come to another chamber filled with gears. Use Move Psynergy to slide the nearby cog off the entry ledge and down to the lower ground.



Next, maneuver the cog onto the darkened tile by sliding it two spaces east and two spaces south. Stand on the nearby seesaw's right seat and slam its left seat with Crush Psynergy to backflip onto the cog.



Cross the narrow ledge and descend a ladder. Hop onto the moving conveyer belt and ride down to the area below.



Jump off the conveyer belt to reach a chest on a west ledge. Enter the background door after claiming the goods and scale the stairs so you may ride the conveyer belt back up to the gear room.



Hop off the conveyer belt and use the seesaw to backflip to the gear room's west side. Sprint to a ladder and climb up to reach a cog. Shove it off the ledge and climb back down.



Maneuver the cog onto the south spoke to get the rest of the gears moving. This activates another giant fan above, raising another zol staircase. Cross the gears and climb the northeast stairs to reach the zol staircase and go up.



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The Eye Has It



The zol stairs lead to a higher floor with a small chamber made of pure zol. Use the watchtower key that Ikan gave you to open the door, then head through.



The zol chamber houses a pedestal—a small orb rests on top. A design in the form of an eye has been painted onto the orb. Even Kraden isn't sure what this peculiar item might be, but the group must assume that this is the watchtower's treasure.



Still, questions abound. How does this eye-like object help the party reverse the eclipse? With no other leads to go by, Matthew pockets the orb, and the party prepares to depart.



You've finished exploring the watchtower—time to be going. Exit the zol chamber and pass through the south door to return outside. Backtrack out of Warrior's Hill to continue your quest for answers.

Channel Summon



Before returning to Harun village, go west and reenter the tower that leads to Harun channel. Use the seesaw on your way to the channel's lowest level, where the water now flows unimpeded.



Ignore the second seesaw and run south. Hop across the stone pillar that you recently moved while exploring the watchtower and continue south along the channel.



Enter the opening in the north wall to reach a watery chamber. Hop across the tiny platforms to discover an ancient tablet. Inspect the tablet to claim the Coatlicue summon!

On to Yamata



Backtrack out of the channel and make tracks for Harun village. Say good-bye to Ikan and his family, then take the northeast trail out of town and return to your ship.



Our heroes may not know where they need to go next, but we'll make it easy for you. Sail south toward the largest island in the eastern sea. Weigh anchor on the island's west beach when you arrive.



Run north and circle around the island's mountains. Explore the forest that's just south of the central volcano to discover a hidden Djinni! Best the little creature to gain a worthy new ally.

Djinni: Sizzle  
You found a Mars Djinni! Try setting it to Tyrell or Eoleo.



Backtrack around the mountains and cross the island's southern bridges to discover a small village. This is as good a place as any to continue your search!



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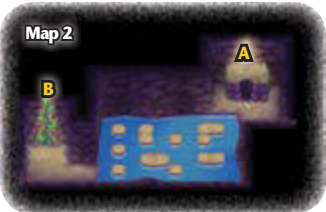
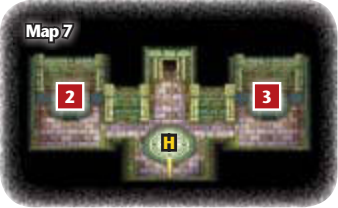
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# Chapter 15: The Eastern Sea

## Yamata City



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Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Bramble seed	<input checked="" type="checkbox"/>
2	Pot	Sacred feather	<input checked="" type="checkbox"/>
3	Pot	Weasel's claw	<input checked="" type="checkbox"/>
4	Pot	Herb	<input checked="" type="checkbox"/>
5	Pot	60 coins	<input checked="" type="checkbox"/>
6	Pot	Vial	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Power bread	<input checked="" type="checkbox"/>
2	Masamune	<input checked="" type="checkbox"/>
3	Water of Life	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
A	Kite	Jupiter	<input checked="" type="checkbox"/>



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Encyclopedia Entries		
Title	How to Get	✓
Izumo	Dialogue with villager.	<input checked="" type="checkbox"/>
Susa	Dialogue with villager.	<input checked="" type="checkbox"/>
Kushinada	Dialogue with villager.	<input checked="" type="checkbox"/>
Takeru	Dialogue with villager.	<input checked="" type="checkbox"/>
Himi	Dialogue with villager.	<input checked="" type="checkbox"/>
Uzume	Dialogue with villager.	<input checked="" type="checkbox"/>
Great Serpent	Dialogue with villager.	<input checked="" type="checkbox"/>
Yamata City	Dialogue with villager.	<input checked="" type="checkbox"/>
Hermes' Water	During first dialogue with Susa.	<input checked="" type="checkbox"/>
Watchtower (updated)	During dialogue with Susa.	<input checked="" type="checkbox"/>
Umbra Map	Gained automatically after awakening Himi with the Third Eye.	<input checked="" type="checkbox"/>
Grave Eclipse	During dialogue with Himi.	<input checked="" type="checkbox"/>
Apollo Lens	During dialogue with Himi.	<input checked="" type="checkbox"/>
Umbra Gear	During dialogue with Himi.	<input checked="" type="checkbox"/>
Search Psynergy	During dialogue with Himi.	<input checked="" type="checkbox"/>
Himi (updated)	Dialogue with Susa (after awakening Himi).	<input checked="" type="checkbox"/>
Kushinada (updated)	Dialogue with servant (after awakening Himi).	<input checked="" type="checkbox"/>
Tonfon	During dialogue with Uzume.	<input checked="" type="checkbox"/>



Yamata city is a beautiful yet quiet town. Speak with the villagers for a variety of new Encyclopedia entries as you explore this quaint village.



Use Move Psynergy to slide the stone pillar away from the northwest house, then use Crush Psynergy to smash the cracked earth where the pillar formerly stood. This creates a hole that leads into a secret cavern!



Slide into the hole and hop across the watery underground pond. Scale the vine you discover on the far side to return to the surface.



You emerge on a high ledge near a Djinni. Collect the magical creature for even more elemental might!



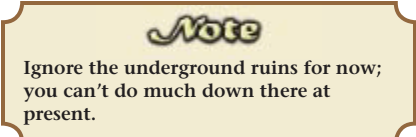
Enter the city's northeast building, which serves as a storage house. Roll a barrel of hay out of your way and climb a ladder, then leap across the stacked crates to reach the far ladder and climb back down.



Roll another hay barrel to the east, then use Move Psynergy to slide a tall crate out of the way. Now you can reach the treasure chest that's in here!



When you've finished exploring the city, head up the north stairs and begin your search of the palace.



The party finds Yamata's princess, a young girl named Himi, on the palace's second floor. The poor girl has been unconscious for quite some time, though no one seems to know what's afflicting her. Queen Kushinada and her servants are praying for the girl—speak with each of them and then proceed into the back room.



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Entering the back room, our heroes have a chat with Yamata's king, a troubled man named Susa. The king and Kraden know each other from days long past, which makes the introductions much easier.



Kraden tells King Susa that our heroes have been trying to find a means of undoing the evil eclipse that's wreaking havoc on the mainland. Susa has no answers to give, but thinks that his wife or daughter might know something. Sadly, all of Queen Kushinada's efforts are focused on saving her little girl.



Snag a vial from the nearby pot before following Susa out of the back room. You're now able to approach Himi; go ahead and do so.



Approaching the princess, Matthew is surprised when the orb he found in the Warrior's Hill watchtower suddenly floats out of his pack and hovers above Himi. The orb gives off a blinding light, quickly transforming into a tattoo of an eye that materializes on the princess's forehead!



King Susa's panic soon turns to elation when Himi opens her eyes and sits up. The girl then begins to hover in midair, imbued with magical power!



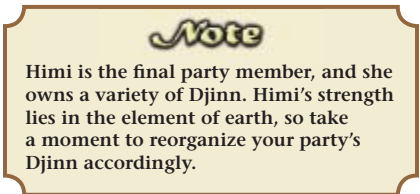
The princess informs the party that she knows all about the recent eclipse, and that she must journey with them to undo its wicked influence. She goes on to say that a device known as the Apollo Lens is needed to counteract the eclipse—but to reach the Apollo Lens, one must first be clothed in special armor known as the Umbra Gear.



Our heroes have never heard of the Umbra Gear before, but Himi somehow knows that she can help them find it with the use of her Search Psynergy. In addition, an ancient item known as the Umbra map, which is hidden somewhere in the land of Sana, should show them the location of each piece of gear.



Himi has now joined your party—the young princess's Search Psynergy and skill as an Earth Adept should be quite useful. Exit the palace and enter the ruins at the base of the stone stairs.



Proceed to the ruins' back room, where our heroes are shocked to see a funeral doll spring to life and begin to dance! The voice of Himi's aunt Uzume booms out, telling her niece that her unique skills must be used to solve the mysteries of the ruins ahead, but indicates that the party is not yet able to fully explore these ruins—a westward journey to the city of Tonfon is their next true destination.



Uzume soon collapses, returning to her eternal rest. Approach the boulder behind her body and use Move Psynergy to slide it out of the way.



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Shifting the boulder reveals a sparkling light. Use Himi's Search Psynergy to reveal a magical portal!



Step onto the portal to travel through the north wall and materialize in the chamber beyond. Open the two chests here to score some worthy loot.

**Treasure Chest 2**  
You found a chest! It contained Masamune.

**Treasure Chest 3**  
You found a chest! It contained Water of Life.



Exploring deeper into the ruins reveals that you can't advance much farther at present. Stone tablets provide cryptic clues that gemstones are needed to proceed. Backtrack out of the ruins for now and leave Yamata, returning to your ship.

## Great Explorations



Himi's Aunt Uzume told you to visit Tonfon next, which is directly west of Yamata. A number of places are worth visiting beforehand, however. Rather than docking at Tonfon, follow the mainland's coastline south, looping around the southern peninsula to reach a collection of tiny desert isles.



Weigh anchor at the largest of the sandy isles and run around until you're drawn into battle against a hidden Jupiter Djinni. Prove your worth by besting the Djinni to make a worthy new ally.

**Djinni: Simoom**  
You found a Jupiter Djinni! Try setting it to Karis or Sveta.

### Mythril Matters



With Simoom fighting for your cause, sail north and dock at the mainland's southern beach. Make sure to land on the west side of the river, close to the edge of the eclipse's shadow—this allows you to venture north and enter Harapa from its west side.



Thanks to its natural energy barrier, Harapa has been spared the worst of the eclipse's wrath. Enter the northwest building (the one near the weapon vendor) and go upstairs. Exit its attic and leap to the neighboring building's balcony.



Enter the building via its balcony door and sprint downstairs to locate the boulder you noticed way back when you first visited Harapa. Use Crush Psynergy to smash it to bits, revealing some precious mythril silver!

### Rags to Riches



Make your way out of Harapa and return to your ship. Sail a few feet to the east and dock on the east side of the river this time so you may explore more of the mainland. Sprint north and make your way to Passaj, using the elevator to quickly ascend to the city.



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Thanks to the Alchemy Forge, Passaj has also been spared the worst of the monster outbreak. Not everyone has survived, however; enter the inn and speak with the woman on the bed, who's grieving over the loss of her beloved boyfriend. Apparently, he gave his life to save one of the townsfolk.



Proceed to the inn's back room, where two men are standing near a table. Speak with them both to learn that one of them was nearly taken by the monsters—he had been saved by a mysterious stranger. Collect the old rag that's sitting on the table, then return to the woman in bed.



Show the woman the old rag to jog her memory. Sveta then uses her Spirit Sense Psynergy to help the woman recall all that happened to her boyfriend. The woman races off—follow her into the inn's back room.



*Her memory restored, the woman has gone to confront the man whom her boyfriend gave his life to save. There are no hard feelings, however—the two are simply glad to at last remember what happened.*



Speak to the man after the dialogue. Feeling grateful to still be among the living, the man now wishes to devote his life to helping others, and offers to help the party. Accept his offer to gain the man's company.



Exit the inn and return to the area with the zol elevator that takes you up and down the mountain. Don't approach the elevator, however—inspect the west rock instead to discover a diamond-shaped hunk of zol that's lodged in the wall. The man gladly digs this out for you, revealing a hidden Djinni!

**Djinni: Ivy**

You found a Venus Djinni! Try setting it to Matthew or Himi.



With Ivy by your side, bid the man farewell and take the zol elevator down to the bottom of the mountain. Make tracks toward Ayuthay, which lies to the south. Use the rafts to cross the lake once you get there (sail them with Whirlwind Psynergy) and enter the north palace. Head directly north to reach the palace's interior and continue moving north until you reach King Paithos's throne room.

The king is no longer seated at his throne—you'll find him bedridden at Ayuthay's inn. Shove his throne aside to reveal a hidden passage!

Descend the stairs beneath the throne room to reach a hidden treasure chamber. Crack open all three chests to score lucky pepper, the Heirloom Ring, and some spirit gloves.



Backtrack out of Ayuthay and return to your ship. Sail northeast, following the mainland's coastline around the southern peninsula. You eventually spot a small settlement along the shore; drop anchor and explore this new place.



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# Champa Camp



Hidden Loot			
Icon	Object	Contents	✓
①	Box	Herb	<input checked="" type="checkbox"/>
②	Box	38 coins	<input checked="" type="checkbox"/>
③	Box	Cookie	<input checked="" type="checkbox"/>

Encyclopedia Entries		
Title	How to Get	✓
Obaba	During dialogue with villagers.	<input checked="" type="checkbox"/>

## Be It Ever So Humble



*This humble campsite turns out to be populated by folks that Eoleo knew since he was little. Luckily, the camp has been spared the shadow of the eclipse. Unfortunately, the locals haven't heard of Briggs's demise, and the retelling brings up bad memories.*



*The locals are saddened at the news, but happy to hear that Eoleo is helping to end the terrible eclipse. They inform him that his great-grandmother, Obaba, has entrenched herself atop the nearby cliff and refuses to come down.*



You should pay Obaba a visit, but since you're already here, begin searching the camp for goods and questioning the settlers for more information. Browse the goods offered by the town's vendors as well.

## Daydreaming Djinni



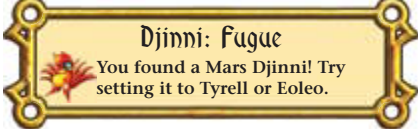
Stand behind the weapon vendor's tent to spy a Mars Djinni that's lazying away the day in a coconut tree. Bring this dreamer back down to earth with a dose of Slap Psynergy!



The Djinni crashes down on the beach, becoming stuck in the sand. Run down to the water and slip behind the rowboat to loop around the shore.



Approach the Djinni to pluck it from its predicament and gain the company of a powerful new comrade. You don't even have to fight this one!



When you've finished scouring the campsite, backtrack out of the settlement and cross the nearby bridges to reach Champa, where Eoleo's great-grams is rumored to be.



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Hidden Loot			
Icon	Object	Contents	✓
1	Pot	Water of Life	✓
2	Pot	Oil drop	✓
3	Pot	Mint	✓

Chests		
Icon	Contents	✓
1	88 coins	✓
2	6 coins	✓
3	8 coins	✓
4	Orihalcon	✓

Encyclopedia Entries		
Title	How to Get	✓
Thermal Psynergy	During dialogue with Eoleo.	✓



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Champa has been hit hard by the eclipse—fallen souls lay strewn about, and the survivors are desperately feeding a roaring fire going to keep the monsters at bay. Leave them to their work and explore the area as you scale the cliffs, entering the doorway you discover that's surrounded by pillars.



Scamper up the steps and enter the northeast bedroom to find some precious Water of Life in the bedside pot. Backtrack out and sprint west, heading back outside through the southwest doorway.

**Note**  
No need to ascend the north stairs; they lead to a dead-end.



Hop across the outdoor pillars to reach a fiery updraft. Eoleo takes charge and casts his Thermal Psynergy, causing the updraft to grow larger and more substantial. Step into the updraft to zip up to the ledge above!



Obaba can be seen standing on the ledge above. Head for the west doorway, growing a vine on your way to make future trips up and down the cliff a little easier.



Pluck an oil drop out of a pot as you make your way to this cavern's north stairs. Head up to reach the next floor above.



Mosey into the third floor's northeast room to discover a key on the desk. Collect this, then backtrack out and pass through the south doorway to return outside.



Stepping outside, the party at last comes face-to-face with Eoleo's great-grandma, Obaba. The old woman is pleased to see her great-grandson safe and sound—for last she knew, he'd been captured by the beastmen of Morgal.



Obaba recognizes Kraden, even though it's been years since the two last met. But before they can catch up, Eoleo feels obligated to give his great-grams the sad news about her grandson's recent passing.



Obaba takes the news rather well, considering, and quickly changes the subject. She surmises that the party is seeking to undo the eclipse and offers her assistance as an expert smithy. She invites our heroes to show her any interesting materials they've found, telling them that she can forge gear of unparalleled quality. Such a talent could certainly come in handy!



Put Obaba's skills to the test by handing her any of the quality zol or mythril silver you've found. She'll hurry off to forge something exceptional out of the material, but it'll take some time for the work to be done.



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Grow the nearby plant into a vine—this will make future visits to Obaba much faster. Then head back inside and go upstairs to swipe some mint from a pot. Return to Obaba’s lookout ledge and use the two vines you’ve grown to quickly descend the cliff.

Champa  
Treasure Trove



Head to the pier and hop along the floating boxes to discover a hidden cave at the base of the cliff. Go inside to explore this secret hideaway.



The passage leads to a door with a massive lock. Use the key you swiped from Obaba’s bedroom to proceed.

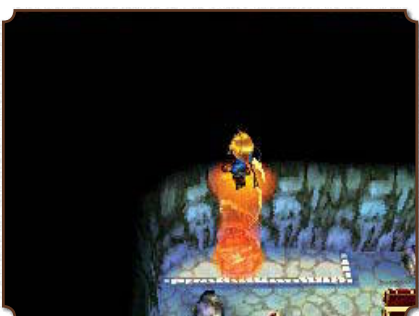


Not one, but three chests await you in the cavern beyond. Flip each one’s lid to score some big bucks!

Treasure Chest 1  
You found a chest! It contained 88 coins.

Treasure Chest 2  
You found a chest! It contained 6 coins.

Treasure Chest 3  
You found a chest! It contained 8 coins.



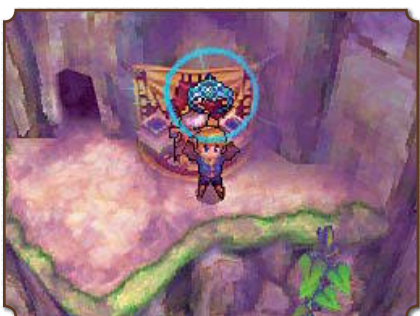
But wait, there’s more! Shove the north pillar into the hole in the ground, then use Eoleo’s Thermal Psynergy to solidify the fiery updraft. Step in to ride upward.



You arrive in a higher cavern, where Champa’s true treasure is found. Open the lone chest up here to score some orihalcon—one of the rarest materials in all of Weyard!

Treasure Chest 4  
You found a chest! It contained orihalcon.

Forging Up a Storm



You’ve found all of Champa’s treasures, but there’s more forging to be done. Return to the World Map, then immediately reenter Champa and use the vines you’ve grown to quickly reach Obaba’s perch. Speak with the old woman to claim the rare gear she’s forged for you, then hand her another piece of forgeable material. Repeat this, leaving and returning, until you’ve run out of quality zol, mythril silver, and orihalcon.

Note  
You never know exactly what Obaba will make for you, but everything she crafts is extremely valuable, so this isn’t much of a problem!

On to Tonfon



When you’ve finished forging goods at Champa, return to your ship and sail north along the mainland’s coast. It’s not long before you spot the city of Tonfon—pull up to the docks and begin your investigation of Sana’s capital.



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## Tonfon



Chests		
Icon	Contents	✓
1	Mint	<input checked="" type="checkbox"/>
2	Dragon bow	<input checked="" type="checkbox"/>
3	Lord Sun's Ring	<input checked="" type="checkbox"/>
4	Psy crystal	<input checked="" type="checkbox"/>
5	Umbra Gauntlet	<input checked="" type="checkbox"/>





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Hidden Loot			
Icon	Object	Contents	✓
①	Pot	Khiren water	✓
②	Pot	Antidote	✓
③	Box	9 coins	✓
④	Stove	Rice ration	✓
⑤	Pot	Ginseng	✓
⑥	Pot	Herb	✓
⑦	Pot	Crystal powder	✓
⑧	Stove	Plump dumpling	✓
⑨	Barrel	220 coins	✓
⑩	Cabinet	Silver vest	✓
⑪	Pot	Sleep bomb	✓
⑫	Stove	Hard nut	✓

Encyclopedia Entries		
Title	How to Get	✓
Sanan Sea	Dialogue with villagers.	✓
Lady Hinechou	Dialogue with villager.	✓
Hou Ju (updated)	Dialogue with servant.	✓
Ryu Kou (updated)	Dialogue with Lady Hinechou.	✓
Echo Gems	Dialogue with Lady Hinechou.	✓
Lady Hinechou (updated)	Dialogue with Emperor Unan (after returning Ryu Kou to Tonfon).	✓
Lord Kuan (updated)	Dialogue with servant (after returning Ryu Kou to Tonfon).	✓
Sana (updated)	During dialogue with Lady Hinechou (after returning Ryu Kou to Tonfon).	✓
Nihan	During dialogue with Emperor Unan (after returning Ryu Kou to Tonfon and speaking with Lady Hinechou).	✓

Djinn			
Icon	Name	Type	✓
▲	Tinder	Mars	✓



Sana’s capital city is quite a sight to see. Snag some Khiren water from the pot at the end of the docs before sprinting north into the main city. As always, speak to everyone you meet for information and Encyclopedia entries.



Because they live in a port town and capital city, Tonfon’s merchants offer a wide selection of rare and valuable goods. Spend some time bartering with the local vendors and upgrading your group’s gear.



Enter the building behind the weapons and armor vendor to spy a chest atop some crates. There’s nothing of interest in the crates, so simply run up and onto the stove, then cross the crates to reach the chest.



Sprint north toward Sana Palace, then descend the west stairs. Cross a bridge and leap onto the south roof.



Cross the roof and hop to a tree, then climb down. Hop onto the nearby crate, and from there, use Slap Psynergy to awaken the sleeping man to the right.



The man jumps to and sails his ferry north. Climb back up the tree to return to the building’s roof and follow after him. Leap to the ferry’s roof and cross the stacked crates to reach another rooftop



What do you know, there’s a Mars Djinni up here! The little Djinni comes along without a struggle.



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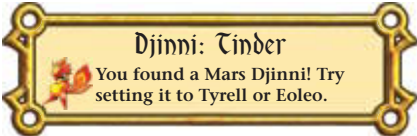
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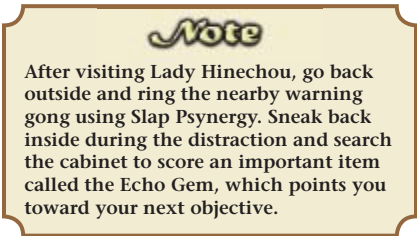
After fully exploring the city proper, head north and enter Sana Palace. Before going upstairs to speak with the Emperor, exit the palace via the southeast doorway to return outside.



Cross the east bridge and head into the dense forest of bamboo. You can't quite reach the treasure chest you discover over here, so use Growth Psynergy to extend a vine up the north ledge instead.



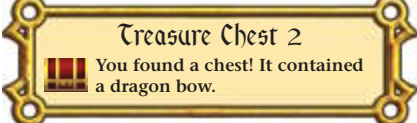
Return to the palace, cross the first floor and exit via the southwest doorway. Enter the west building to visit the quarters of Lady Hinechou, the Emperor's sister. Speak with the people you meet here for info, then exit onto the second floor balcony.



Circle around to the back of the second floor balcony, then use Grip Psynergy to zip over to the nearby ledge.



Run east and slip through the bamboo trees to reach the vine you just grew, and climb down to at last open the chest.



Return to the palace and move upstairs to visit the throne room. The Emperor is not here; proceed to the back room to find him.



Emperor Unan is pleased to at last meet Kraden and the Adepts he's heard so much about. The group discusses the horrible eclipse that's laying waste to much of the mainland, but more pressing matters are concerning the Emperor at present—his nephew, Ryu Kou, has gone missing!



Unan informs the party that he dispatched a ship to search for Ryu Kou shortly after the eclipse began sweeping the land. Unfortunately, that ship has not been heard from since, and neither has his wayward nephew.



Our heroes wish to help, but they know that finding the Umbra map is vital. Emperor Unan swiftly opens a secret passage, telling the party that the treasures in the back room should help them in their quest.



Sprint into the back room and pop open each chest to discover several useful items—most notably, the first piece of Umbra Gear!

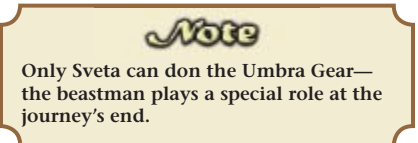




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Treasure Chest 4

 You found a chest! It contained a psy crystal.

Treasure Chest 5

 You found a chest! It contained the Umbra Gauntlet.



Our heroes are encouraged at discovering the first piece of Umbra Gear, but the Umbra map is what they're really after—it'll be tough finding the remaining pieces of gear without it. Sadly, Emperor Unan gave the map to his brother long ago. If anyone has it now, it would be his son, Ryu Kou, who has recently gone missing.

Ta-Ta, Tonfon



You've done all you can around Tonfon for now. Take your leave of the Emperor and sprint south toward the docks. But before returning to your ship, take the west trail out of the city.



Journey to the southwest, keeping to the east side of the western mountain range. When you reach a dead-end, scour the forest until you're drawn into battle with a hidden Djinni! Best the little creature to gain a new and valued companion.

Djinni: Foam

 You found a Mercury Djinni! Try setting it to Rief or Amiti.



You could venture beyond the western mountains if you wished, but resist the urge for now. Instead, return to Tonfon and climb aboard your ship. You've got to find Ryu Kou!

Otka Island



Emperor Unan said he dispatched his ship north, toward Morgal. Sail northward, and on your way, pause to investigate the tiny island in the middle of the eastern sea, which is surrounded by sharp rocks. Unfortunately, you can't seem to reach the island.



Patience is a virtue, they say. Wait just southwest of the island until a tornado approaches from the northeast. Sail into contact with the whirlwind as it passes by to be whisked up and over the rocks. Marvelous!

TIP

If you miss the tornado or it doesn't appear, sail south a good distance and then return to try your luck again.




Enter the tiny island's cave to discover a chest and Jupiter Djinni within. Use Himi's Search Psynergy to reveal additional platforms so you may reach both treasures. (You'll need to battle the Djinni to gain its loyalty.)


Note

You won't be able to open the cave's north door until later in the adventure, but the Djinni you found here was worth the stop.

Treasure Chest

 You found a chest! It contained quality zol.

Djinni: Lull

 You found a Jupiter Djinni! Try setting it to Karis or Sveta.



Exit the cave with your newfound friend and wait for the whirlwind to whisk you away from the island. Then sail north and approach the far-north rocks and glaciers to discover a wrecked ship!



The ship's design is familiar; you saw a similar vessel docked at Tonfon. This must be the one that was sent after Ryu Kou! Sail around the rocks and glaciers in a clockwise fashion to reach the small cabin that the wrecked ship has crashed near.



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Iceberg Outpost



Hidden Loot			
Icon	Object	Contents	✓
1	Box	Lucky pepper	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Mythril silver	<input checked="" type="checkbox"/>
2	Minerva Helm	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
1	Rime	Mercury	<input checked="" type="checkbox"/>

Seeking Ryu Kou



What a dreadful place to suffer a shipwreck! If Ryu Kou is around here, you'll have to find him—and fast. Use Himi's Search Psynergy to reveal an patch of ice that allows you to investigate the north cabin.



Any survivors would have likely sought shelter in here. Roll a log to the east and another to the south so you can push the cabinet away from the blocked door and enter the back room.

Note

Don't worry about the treasure chest that's inside the cabin or the Djinni you noticed just outside; you'll claim both of these soon enough.

Fade to Black



The cabin's back room is pitch black. A torch is suddenly lit, and our heroes come face-to-face with Ryu Kou, Hou Ju, and Hou Zan!



The wayward trio have somehow survived the harshness of the north, but Hou Zan is in a bad way. The old man is pleased to have seen Matthew and friends one last time, and closes his eyes to rest at last.



Our heroes hold a burial ceremony outdoors. Bringing up business isn't easy at this time, but Kraden gently broaches the subject of the Umbra map. Thankfully, Ryu Kou has the map in his possession and hands it over to his friends.

Outpost Scrounging



With the Umbra map in your possession, finding the remaining Umbra Gear is only a matter of time. You should bring Ryu Kou and Hou Ju back to Tonfon first, though—the two have been through quite a lot. But before shipping off, let's search this icy place for treasure.



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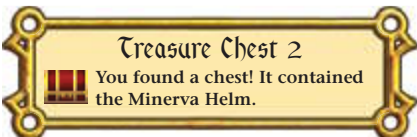
Begin by leaping across the small, snow-covered stones to the east. Climb a tree to reach a ledge with a tiny plant and use Growth Psynergy to grow it into a vine.



Climb the vine and scale another tree to reach a higher ledge. Use Grip Psynergy to zip over to a nearby chest and crack it open.



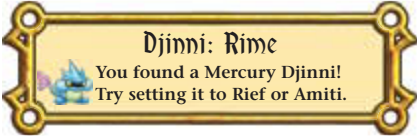
Zip back across the gap and circle around the chest ledge to reach the cabin's roof. Hop down the chimney to land right next to the chest you noticed earlier.



Zip back across the gap and descend the tree to return to the lower ledge. Dash west and circle around behind the chest ledge to reach some stairs that lead down to the cabin's roof.



Return to the cabin's roof and slide down its south side, landing right next to the Mercury Djinni you spied on your way into the cabin. The poor frozen creature is happy to be away from this place and gladly joins the party.



Swipe some lucky pepper from the north crate, then use Grip Psynergy to zip over to the west iceberg. Hop across the tiny stones to return to the main trail and make your way back to your ship.



Obviously I couldn't get exact locations, but we can start looking in the spots I marked. Everyone's glad to be safely away from the frigid cabin. Now that the party has a chance to catch their breath, Karis takes a closer look at the Umbra map. Using her knowledge of the land, Karis manages to deduce where the remaining four pieces of Umbra Gear might be found.



One piece of Umbra Gear isn't far, but Ryu Kou and Hou Ju should really be returned home soon. Ignore the Umbra Gear sites for now and sail southeast along the mainland's coastline, heading back to Tonfon.



Emperor Unan and Lady Hinechou can hardly believe their eyes when Ryu Kou and Hou Ju enter the palace. The royal family is overwhelmed with joy at being together again, and Ryu Kou promises his uncle will reward the Adepts handsomely.



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Speak with Emperor Unan after the rest of the royal family takes their leave to learn that Lady Hinechou wishes to thank our heroes for their valor. As you make your way out of the throne room, Unan shouts that he'd also like to see the Adepts after they've spoken with his sister.



Visit Lady Hinechou's quarters to speak with the grateful mother. She thanks our heroes yet again and gives them a sacred heirloom that she hopes will help them in their quest.



Return to the palace's throne room and enter the rear study to speak with Emperor Unan again. The grateful leader of Sana hands our heroes something very important: a crimson orb that bears a striking resemblance to the blue orb that King Volechek gave to Sveta while the group was fleeing Morgal.



Unan reveals that the orb had been given to him by none other than Arcanus, the masked man who seems to be working with the Tuaparang agents. Arcanus told Unan that a group of Adepts would come seeking his help, and that the orb should be given to them. Furthermore, he told the Emperor that three orbs are needed to activate the Apollo Lens.



Our heroes have two orbs, but what of the third? Himi suddenly is overtaken by a mysterious force, and informs the party that the final treasure can be found within the ruins beneath Yamata.

Gift Giving



Your next destination is clear, but there's something else worth doing beforehand. Leave the castle and find a young girl in red standing on Tonfon's central walkway. Use Sveta's Spirit Sense Psynergy to read the girl's thoughts and discover that she has a grandmother in Kaocho.



Give the girl the gift you've been carrying all this time, which you received from her grandmother in Kaocho. The girl thanks the party before becoming overwhelmed with emotion.



Proceed south toward the Tonfon docks. The girl calls out and catches up, giving you a psy crystal as a reward. She also gives you a gift for her grandmother, asking if you'd be kind enough to deliver the package to Kaocho for her. Sure! Why not?



Return to your ship and sail south along the mainland's coastline. Weigh anchor at the beach on the east side of the southern peninsula and sprint north to enter Kaocho.



Karma has struck Kaocho hard; the villagers have been wiped out by the effects of the eclipse. Streak into the northwest building to return to the grandmother's house.



Sadly, even the old woman wasn't spared the shadow monsters' wrath. Use Spirit Sense Psynergy to read the dead woman's thoughts, then lay her grandchild's gift near her body.



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The gift raises the old woman's spirit—quite literally! Her ghost arises from her body, along with her husband's. The two spirits thank our heroes for their kind deed before drifting off to the heavens.



Spirits have no need of gifts, so inspect the package you've placed on the floor. Inside you discover some very useful footwear!



Your good deed has been done. Return to your ship and sail east, returning to Yamata City. The final orb must be yours!

# Chapter 17: The Third Orb

## Yamata Ruins

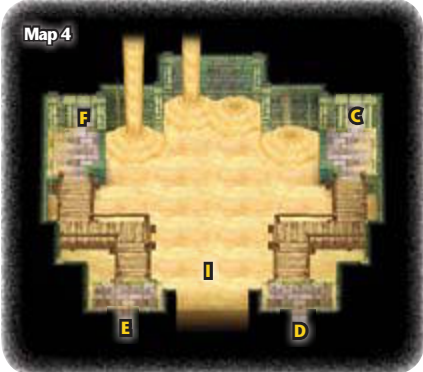
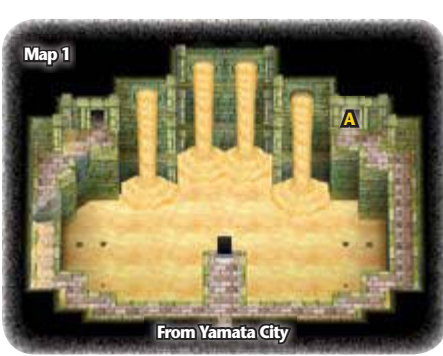




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Chests		
Icon	Contents	✓
1	Thunder Crown (cursed)	<input checked="" type="checkbox"/>
2	Cookie	<input checked="" type="checkbox"/>
3	Gaia Blade	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Hemlock	Venus	<input checked="" type="checkbox"/>

Sinking Sands



There's no time to waste! Sprint north through the village and enter the ruins. Use the portal beneath the boulder to enter the entry chamber and proceed through the north door.



You come to a wide, deep chamber. The bottom is filled with sand, but you can't explore down there. The west path is broken as well, so head through the east doorway instead and inspect the crimson tablet in the chamber beyond.



The tablet activates when you examine it; it is somehow influenced by the crimson orb you now possess. This causes the sand to drain from the room, and also from the main chamber. Descend the ladder that is revealed.

Portal Play



Ignore the first portal in the chamber below and pass through the southeast doorway to reach another one. This portal's circuit has been severed; slide the east block into the center slot, the center block into the west slot, and the west block into the east slot to reconnect the circuit so that you may travel to the ledge above.



Examine the crimson tablet on the ledge to drain the sand from this chamber, and also back in the main chamber, just as you did before. This reveals a lower area, where a treasure chest is located.



Travel back through the portal and climb down the east ladder. Stand on the sparkling ledge and use Himi's Search Psynergy to reveal a hidden portal down here.



The hidden portal links to the one near the chest, but you need to adjust the circuit again. Do this by moving the west block to the east slot, and then moving the east block to the center slot. The center block is not needed to complete the circuit.



Crack open the chest to score the Thunder Crown, a valuable but cursed piece of armor that can't be removed once equipped unless the curse is banished by a temple cleric.



Ride back through the portal after looting the chest and climb the ladder. Return to the previous chamber and use the portal you passed earlier to proceed.



Sprint straight through the next sandy chamber to reach a small room with a yellow tablet. You haven't found a yellow orb, so you can't activate the tablet. Proceed through the northwest door instead.



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Keep going until you reach a familiar-looking chamber with several portals whose circuits have fallen out of place. Slide the east block two spaces to the east to connect a circuit so you may travel to the northeast ledge.



Up on the ledge, use Search Psynergy to reveal a hidden portal. Then travel back down to the lower ground.



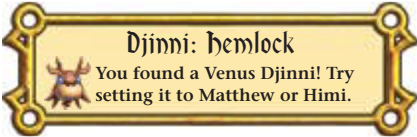
Now slide the west block into the east slot and the center block into the west slot. Slide the east block three spaces west to complete a new circuit and travel up to the northwest ledge.



Inspect the blue tablet up here to activate it and drain more sand from the ruins. Use Search Psynergy to reveal a hidden portal up here as well, then travel back down.



Draining the sand reveals a Venus Djinni on a lower ledge. To reach it, remove the west block from its slot and replace it with the center block, then shove the east block three spaces east. This forms two new circuits; now you can travel through all of the portals to reach the Djinni!



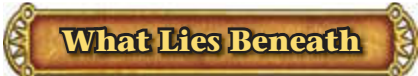
Backtrack through the portals and return to the previous chamber to find that its sand has also been drained, revealing lower platforms. Descend the ladder and hop over to the chest you discover down below.



Backtrack to the ladder and climb up. Use Grip Psynergy to zip over to the west ledge, then hop across and descend the west ladder so you may proceed through the northwest doorway.



Scale another ladder to reach a small chamber with a blue tablet. Examine the tablet to drain yet more sand from these unusual ruins.



Backtrack down the ladder and head through the previous chamber's south doorway to return to the room with the yellow tablet. You still can't interact with the tablet, but you can proceed through the lower doorway now that the sand has been removed.



The door leads to a room with a giant sarcophagus. Use the portal to reach the top of the object.



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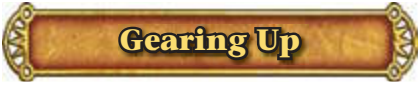
While inspecting the sarcophagus, Matthew is surprised when the red and blue orbs suddenly fly out from his pack, floating around and revealing a third orb atop the sarcophagus—this one is yellow. The party has found the object they've sought!



Backtrack out of the sarcophagus chamber and climb the ladders in the previous room to return to the yellow tablet you've noticed before. The yellow orb activates the tablet, draining the last of the sand from the chamber and revealing a low ladder.



Descend the ladders once again to reach a hidden basement area. Grip and zip over to the far-north platform, then use Search Psynergy to reveal a treasure chest containing a mighty blade.



Yamata's ruins hold nothing else of interest. Use Matthew's Retreat Psynergy to quickly return to the surface, then make tracks back to your ship. The time has come to begin your search for the remaining Umbra Gear!



Karis has marked your map with four locations of interest—the places she believes the Umbra Gear can be found. Set sail for the south island and land on its eastern beach.



Circle around the central volcano in a counterclockwise fashion to reach the cave at the top. The cave is sealed, but its also sparkling—use Himi's Search Psynergy to reveal the way inside!

# Chapter 18: Umbra Hunt

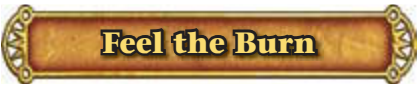
## Burning Island Cave



Chests		
Icon	Contents	✓
1	Jester's Armlet	<input checked="" type="checkbox"/>
2	Umbra Knuckles	<input checked="" type="checkbox"/>



Djinn			
Icon	Name	Type	✓
▲	Flare	Mars	<input checked="" type="checkbox"/>



This small cavern's heat is almost impossible to withstand, but if there's Umbra Gear here, you've got to find it! Circle around the cavern and use Grip Psynergy to reach the northwest doorway.



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The doorway leads downstairs to a lava-filled cavern. Hop to the nearby fiery updraft and use Eoleo's Thermal Psynergy to solidify the updraft, then leap into it to ride back up to the previous level.

Note

You can't open the ornate stone door to the north until later. We'll let you know when the time is right!



The updraft brings you close to a chest. Hop over and claim its contents before sliding back down to the lava cavern below.

Treasure Chest 1



You found a chest! It contained the Jester's Armlet.



Back in the lava cavern, grip over to the southwest platform, then use Thermal Psynergy to solidify another updraft. Ride up to return to the higher level.



The updraft takes you close to a stone pillar. Shove the pillar east, dropping it off the ledge and down into the lava below.



Slide back down to the lava cavern and hop across the pillar you've just pushed to reach the central updraft. Ride up to reach the upper cavern's central chest, which contains the Umbra Gear you seek.

Treasure Chest 2



You found a chest! It contained Umbra Knuckles.

Cave-Dwelling Djinni



Hop back over to the entry ledge after looting the chest, but don't leave this sweltering place just yet. Instead, grip to the northwest stairs as you did before to reach the lava cavern, then run around the lava's edge to discover a Djinni!



Approach the Djinni, and the creature quickly flees to a nearby updraft. For now, leap south to find another updraft and solidify it so you can ride up.



The updraft deposits you near another stone pillar. Shove this one west to drop it down into the lava, then slide down the nearby slope in pursuit.



With the stone pillar lodged in the lava, you can hop closer to the Djinni. Solidify its fiery updraft with Thermal Psynergy to send the Djinni skyward.





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Return to the upper level via any updraft and circle around to the northeast ledge, where the Djinni has landed. The little creature isn't happy about being chased around, so you'll need to best it in battle to gain its service.

Djinni: Flare

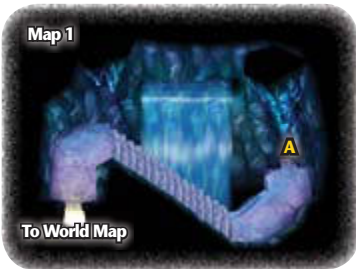
You found a Mars Djinni! Try setting it to Tyrell or Eoleo.



That's all for this fiery cavern. Make your way out to fresh air and return to your ship. Sail northeast, heading for the northeast destination that Karis has circled on your World Map. Weigh anchor at the beach and use Search Psynergy to enter the cave you discover here.



Gaia Falls Islet



Chests			
Icon	Contents		✓
1	Umbra Cloak	<input checked="" type="checkbox"/>	
2	Mimic (apple)	<input checked="" type="checkbox"/>	

Djinn			
Icon	Name	Type	✓
	Shell	Mercury	<input checked="" type="checkbox"/>



Ah, a nice, cool, waterfall cavern—the perfect follow-up to the fiery inferno you've just come from. Sprint down the entry stairs to begin your search for Umbra Gear.



Step into the lower cavern's rushing water to be swept southward. Use Grip Psynergy to zip over to the east ledge, then proceed through the southeast doorway to return outside.



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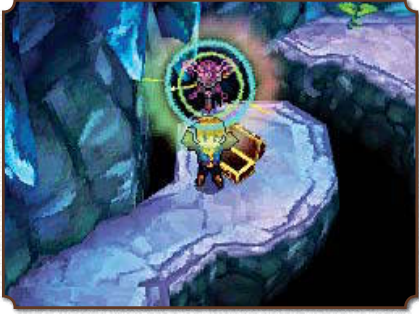
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Take in the exotic view outdoors, then simply loop around and enter the west cave to return to the watery cavern.



Now you're on the cavern's west side. Grip over to the outer west ledge to discover a chest. Flip its lid to score your third piece of Umbra Gear—only two more to find!

Treasure Chest 1

You found a chest! It contained the Umbra Cloak.

Gripping Upstream



There's more loot to be had here. Grip back over to the central river, then go north as far as you can. Step carefully into the river, using the rocks to keep from being swept away. Grip over to the east spire to cross the rushing torrent.



Go north and grip back over to the west, landing in the river. Rocks keep you from being swept away; sprint to the east and onto dry land, then run north to discover a small plant that can be grown into a vine.



Grow the plant and climb the vine to reach a higher ledge with a chest. Beware: this chest is actually a Mimic, and you'll need to defeat it to claim its contents!

Treasure Chest 2

You found a chest! It was a Mimic that guarded an apple.



Sprint into the waterfall after besting the Mimic and enter the cave that's hidden behind it. A Djinni has made its home in the small chamber beyond! This one gladly joins the party, no fighting necessary.

Djinni: Shell

You found a Mercury Djinni! Try setting it to Rief or Amiti.

Northwest Passage



With Shell at your side, backtrack out of the waterfall cave and slide down the east slope to quickly return to the entry stairs. Sprint back up and return to your ship, then cast off for the great white north.



Navigate the rocks and glaciers, heading west toward the icy shoreline that Karis has circled on your World Map. Sprint south, west, then north, looping around the mountains on your way to a sparkling cave.



This must be the place! Use Search Psynergy to reveal the cave's entrance, then head inside.



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Go west and hop across the narrow gap to reach several stone ladders leading up to a higher area. Scale the far-west ladder.



Explore the high ledge to discover a Mercury Djinni. The creature is frightened and quickly slides down the snowy hill, landing on a lower ledge.



After that Djinni! Slide down the same slope it used and veer slightly to the left to land atop the creature. This knocks the Djinni down to the lower half of the mountain.



Hop east or west to reach a lower ledge and climb down either ladder to return to the bottom half of the mountain. The Djinni awaits you down here, but it isn't happy about being knocked around. Defeat the Djinni to calm it down and gain its loyalty.

Chests		
Icon	Contents	✓
1	Phaeton's Blade	<input checked="" type="checkbox"/>
2	Mimic (hard nut)	<input checked="" type="checkbox"/>
3	Mist potion	<input checked="" type="checkbox"/>
4	Crystal powder	<input checked="" type="checkbox"/>
5	Umbra Goggles	<input checked="" type="checkbox"/>

Djinn			
Icon	Name	Type	✓
▲	Geyser	Mercury	<input checked="" type="checkbox"/>



The cave actually leads to a snowy outdoor area. First thing's first: Use Search Psynergy to reveal a hidden portal to the north, which you can't directly reach.



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Climb the far-right ladder again to return to the higher area, and this time, slide down the very first slope you see.



As you slide down the mountain again, veer left the entire way, aiming to drop into the large slope to the west. You've got to veer hard to the left to hit that slope, brushing up against the west trees, and you mustn't hit any ledges along the way.



The slope dumps you into a lower cavern, landing you on a ledge with a chest. Pop it open to score some worthy loot, then slide down to the ground level.



Find another chest to the south, but beware: This one's a Mimic! Defeat the monster to acquire the goods it guards, then make your way up the east stairs and return to the surface.



Back on the surface, head east and climb the far-east ladder to return to the top of the mountain. Slide down the first slope you encounter to reach a tiny ledge, then drop to the ledge below.



Continue sliding down from the second ledge, veering hard to the right to land on a lower ledge with a tree and treasure chest. Open the chest for a valuable potion, then slide to the bottom ledge and climb the far-east ladder once more.



Slide down the second slope you encounter this time to reach lower ledges. Drop carefully from ledge to ledge until you spot one that sports a treasure chest (use the maps to guide you). Land on this ledge and open the chest for another prize.



Slide into the nearby slope to drop down into the bottom cavern, then make your way back up to the surface. Scale the far-east ladder once more, and once you reach the top, slide down either the second or third slope you encounter, making your way down the center of the mountain.



Check your map as you slide from ledge to ledge. Aim to land near the central ladder. Once you get there, climb down to reach the portal you revealed before.



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Step onto the portal to travel through the rock wall and into a secret cavern. Open the chest you find here to score the Umbra Gear that brought you here.

Treasure Chest 5

You found a chest! It contained the Umbra Goggles.



You're all done here, and not a moment too soon—it was getting chilly! Return to your ship and be away from these icy waters. Dock at Tonfon and proceed west toward the final Umbra Gear location.



You soon reach a cave that's isolated on a tiny isle. Use Search Psynergy to reveal a bridge and cross it to enter the cave.

Lonely Island Ruins



This is your final stop—the last piece of Umbra Gear is about to be yours. Three doorways present themselves: Go through the middle door to reach a small ledge with a treasure chest.

Treasure Chest 1

You found a chest! It contained Asura's Armor.



Backtrack out and enter the east door. Dash to a chest that holds a tidy sum of coins.

Treasure Chest 2

You found a chest! It contained 321 coins.



Now return and go through the west door. Use Move Psynergy to slide a stone pillar to the east so you may hop over and loot a third chest.

Treasure Chest 3

You found a chest! It contained a vial.



Climb the nearby vine after claiming the chest's contents. Use Grip Psynergy to zip to the east, then make your way through the north door.

Chests		
Icon	Contents	✓
1	Asura's Armor	<input checked="" type="checkbox"/>
2	321 coins	<input checked="" type="checkbox"/>
3	Vial	<input checked="" type="checkbox"/>
4	Umbra Cowl	<input checked="" type="checkbox"/>



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Alchemy Action



In the next chamber, three stone tablets provide cryptic clues as to how to proceed. Begin by approaching the giant statue head to the north and whacking it with Slap Psynergy. The head rotates to show a new face, and two torches flare to life.



Run around and use Douse Psynergy to extinguish both torches. The statue head's eyes darken, indicating that you've solved the puzzle.



Return to the statue and hit it again with Slap Psynergy. It rotates again, showing a new face whose eyes turn to streams of water that fill the central pool.



Stand on the pool's west side and use Move Psynergy to shove a stone pillar into the water. Hop across to reach the central water bowl and evaporate its liquid with Arid Heat Psynergy to solve the second puzzle.



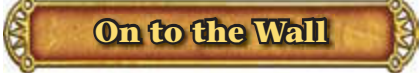
Return to the statue head and slap it again to reveal a third face. A peculiar purple cloud soon forms over the statue head.



Freeze the nearby puddle into an ice pillar, then climb onto the northwest ledge and use Move Psynergy to slide a stone pillar off the edge. Then hop across the ice pillar and approach the purple cloud. Blow it away with Whirlwind Psynergy to solve the third and final puzzle.



With all three elemental puzzles solved, the statue head retracts into the ground, revealing a passage. Climb down and melt the ice pillar with a fireball, then dart into the back room to discover the chest that contains the final piece of Umbra Gear.



Excellent work! You've risked much to acquire the legendary Umbra Gear, and now all five pieces are yours. Deck Sveta out in this exceptional armor and hug the north rock wall as you backtrack toward Tonfon. Enter the giant tower you discover along the way—the Endless Wall awaits!





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## Endless Wall



First you must enter the structure—but the front door is locked!



Fortunately, locked doors pose little problem for skillful Adepts. Hop onto the west tree and climb down so you may freeze a nearby water puddle into an ice pillar. Then hop across the ice pillar to reach the west ledge.



Climb another tree and approach a wiggling plant. Grow this into a vine, then climb up and enter the tower through a window.



The window leads to an interior balcony. Run north, then cross the background stairs and sprint south to exit the tower via its far-east window.



You fall from the window and land on an outdoor ledge with a chest. Flip it open to claim some lucky pepper. You could use a little luck right now!



Slide down the nearby slope and return to the vine, climbing up to reenter the tower. Go downstairs this time and use Thermal Psynergy to stoke the signal fire, transforming it into a toasty lift that shoots you to the tower's apex!

Chests		
Icon	Contents	✓
1	Lucky pepper	✓



You've braved countless obstacles, and your destiny is at hand. Armed with the complete Umbra Gear and all three mystical orbs, you're now ready to tackle the Endless Wall.



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From the top of the tower, sprint west to reach a mysterious gate. Using the power of the sacred orbs, the party is able to open the way forward. Proceed through the gate to begin your trek across the top of the Endless Wall.



It's easy to see how the Endless Wall got its name—the thing is humongous! Sprint west along the wall's top, then turn right to venture northwest when you reach the first junction.



Keep crossing the wall, wiping out all shadow monsters that attack you. Make another right at the second junction and sprint north toward a hazy peak, leaving the Endless Wall to continue its silent vigil.

Note

There's nothing of interest at the far end of the wall; it's just a dead-end.

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Hidden Loot			
Icon	Object	Contents	✓
1	Boulder	Mythril silver	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Aeolian cassock	<input checked="" type="checkbox"/>
2	Valkyrie Mail	<input checked="" type="checkbox"/>

Fallen Gods



To reach the Apollo Lens, you must make a daring ascent up a treacherous mountain. Hop across some rocks and smash a boulder with Crush Psynergy, then begin climbing the cliff using stone ladders and a vine.



Use Crush Psynergy again on the rocks at the end of the area's highest trail to reveal a large statue head. Inspect the statue head to touch it, causing a giant stone hand to emerge from the waterfall below.



Climb down to the waterfall and leap across the hand to reach the far ledge. Climb the ladder here to reach a high trail leading to the next area.



Smash the boulder near the water in the next area to score some mythril silver, then leap to the east ledge. Run north and grow a vine that you can't climb yet due to an overhead boulder.



Hop across the statue foot that's sticking out of the water to reach the west ledge, then climb a tree to reach the ledge above.

Climb a ladder and hop a small stream to get within striking distance of the boulder that's blocking the vine. Bash the boulder with Crush Psynergy and backtrack around to climb the vine. Proceed east to reach the next area.



Maneuver along the linear path, smashing a boulder on your way to some stairs. Climb up and hop across a statue foot to land near a stone pillar. Use Move Psynergy to slide the pillar west, off its ledge.



Leap back across the statue foot and slide down a nearby slope. Move the stone pillar one space to the west, then climb the nearby stairs and use Grip Psynergy to zip from one leafless tree to the next.

Smash and Grab



Hop across the stone pillar and grip over to the north ledge. Smash a boulder over here to discover a hidden treasure chest.

Treasure Chest 1

You found a chest! It contained an Aeolian cassock.



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Pocket the chest's contents and then go west. Grow a vine and climb up to reach a statue hand that's sticking out from the cliff. Stand on the hand and use Grip Psynergy to zip east.



Climb the stairs that follow and smash the crumbling statue foot with Crush Psynergy. This clears the path to the next area.



In the next area, smash a fractured statue hand to remove it from your path so you can climb a stone ladder. Use Grip Psynergy afterward to zip to the west.



Ignore the tall stone ladder and continue west, hopping across a river. Climb a short ladder and scamper up a statue torso that leans against the cliff.



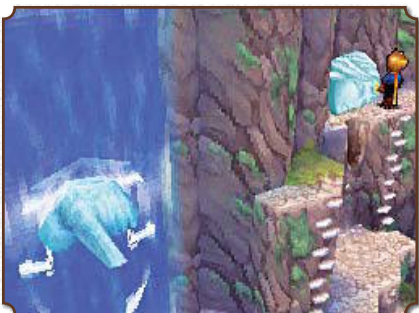
Smash a statue foot that's in your way, then hop over the gap that follows and grow a plant into a vine. Don't climb down just yet, though.



Instead, scale the east stairs and descend a stone ladder. This brings you down to a ledge with a boulder; smash it to reveal another hidden chest!



Climb back up the stone ladder and scale the nearby steps to reach a high ledge. From here, use Crush Psynergy to bash apart the fractured rock to the west and reveal a large statue head.



Backtrack down the steps and descend the vine you recently grew. Then climb the nearby ladder to reach the statue head you just

uncovered. Touch the statue head to cause a stone finger to poke out from the west waterfall.



Slide down the nearby slope and climb the nearby ladder. From here, target the statue finger with Grip Psynergy to sail across the wide gap and land near a long ladder leading up to the next area.



The long ladder leads up to a plateau formed in the shape of a skull. The north gate won't open unless you solve a puzzle here using Psynergy. No problem!



First, run to the plateau's "eyes" and make your way to the torches up top. Light each one with Fireball Psynergy. You'll need to scale the east cliff and grip over to reach the right eye's torch.





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After lighting both eyes, drop to the ground and fill the north water bowl using Douse Psynergy. Be careful not to do anything else or you may reset the puzzle—a specific sequence must be followed!



Run south next and scale the long ladder leading up to a fan. Start the fan spinning with Whirlwind Psynergy.



Wind blows across the plateau, and a peculiar aroma hangs heavy in the air. Descend the ladder and use Sveta's Track Psynergy to detect the aroma, then follow its exact trail back to the north gate.



If you've followed all of the above steps exactly, simply touch the north gate to open it, revealing a staircase leading up to the Apollo Sanctum. What are you waiting for? Hurry up there and activate that Apollo Lens!

## Apollo Sanctum Gate

Map1



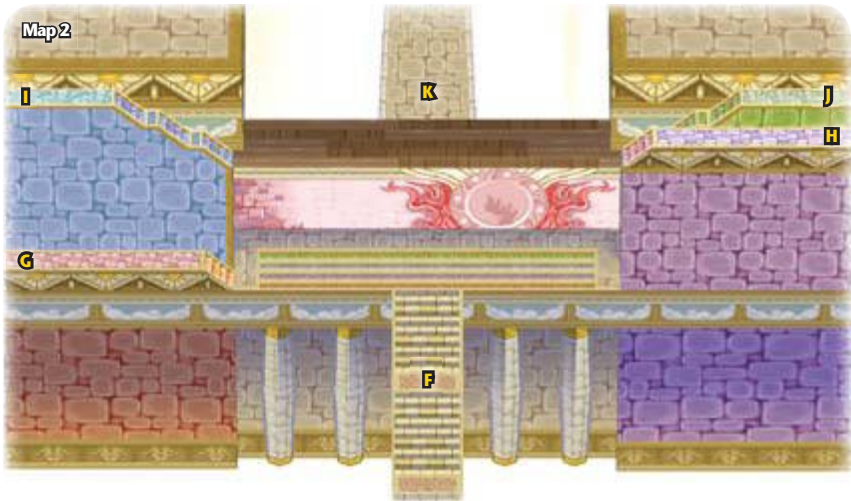
Map3



Map4



Map2



### Hidden Loot

Icon	Object	Contents	✓
1	Archer statue	Zephyr's Bow	<input checked="" type="checkbox"/>

### Chests

Icon	Contents	✓
1	Mint	<input checked="" type="checkbox"/>
2	Psy crystal	<input checked="" type="checkbox"/>
3	Hard nut	<input checked="" type="checkbox"/>

### Djinn

Icon	Name	Type	✓
▲	Aurora	Mars	<input checked="" type="checkbox"/>



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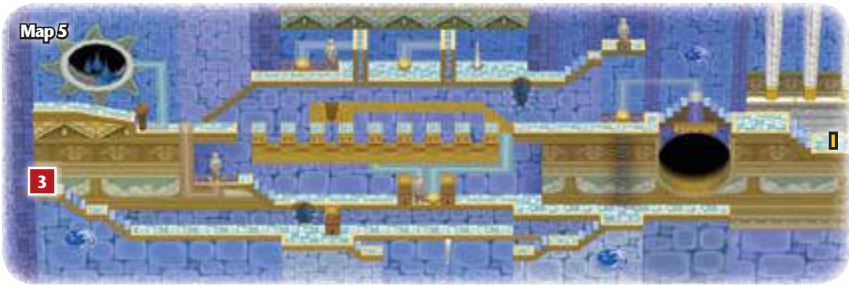
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Shadow Passage



The sanctum's gate stands between you and the Apollo Lens. Scale the long stairs and inspect the eye statue on the entry landing to replenish your party's HP and PP.



The stairs lead up to the gate, where special emblems must be aligned to open the way forward. Sprint west in search of the first of the four emblems.

Mars Emblem



Descend this area's entry ladder and sprint west, scaling a series of steps to reach a far chest.

Treasure Chest 1

You found a chest! It contained a mint.



Backtrack until you notice a post sticking out from the wall. Stand at the top of the nearby stairs and target the post with Grip Psynergy to zip over to the east platform.



Climb a ladder to reach a higher ledge with a pressure switch. Standing on the switch causes a platform to appear to the right, but the platform vanishes when you step off. Strange ...



Hop along to the west, but beware: The foreground archer statues will open fire as you cross in front of them! Sprint west without pause to avoid being hit and knocked off the ledge.



Keep going west until you discover a peg. Pound the peg with Crush Psynergy to cause the circular Mars emblem to pop out of the nearby wall and begin rolling toward you. Start sprinting east—you don't want that emblem to crush you!



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Dash back to the pressure switch you noticed earlier and stand on it to escape from the rolling emblem. Remain on the switch to keep the platform out so the Mars emblem rolls across and into the gate area.



Backtrack to the gate area and push the Mars emblem once to roll it into the proper position, aligning its shadow with the background decal. Three more emblems to go!



Jupiter Emblem



Sprint east to begin your quest for the Jupiter emblem. Use Whirlwind Psynergy to activate the fan near the entry to extend a platform so you may advance.



Cross the platform you've just revealed and notice the statues in the background alcoves. Slide the east statue in either direction to release the pressure plate beneath it, exposing some stairs ahead.



Scale the stairs and grip across the gap that follows. Ignore the peg near the Jupiter emblem for now and climb down the nearby stairs, then run west and pound the peg you discover down here to raise a new one. Now you can move to the foreground path.



Stand on the foreground path and hammer the new peg to pound it back down and raise the original one. Now you can extend a staircase by casting a whirlwind at the background fan.



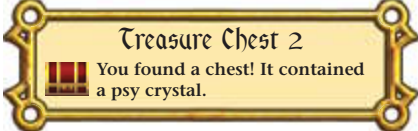
With the staircase extended, dash west and grip across the west post. Loop around and climb the stairs you've just exposed.



Travel east until you notice a background fan. Activate the fan with a whirlwind to extend another platform.



Continue east to discover a small plant and a treasure chest. Grow the plant into a vine after claiming the chest's contents and climb down.



Treasure Chest 2

You found a chest! It contained a psy crystal.



You're now ready to secure the Jupiter emblem. Scale the nearby ladder to return to the emblem's peg, pound it and then quickly duck into the foreground nook to avoid being knocked for a loop.



Backtrack to the main gate to spy the Jupiter emblem, which has rolled to the far west. Give it two shoves to the east to align its shadow with the background decal and open the way to the Mercury emblem.



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Ignore the pressure switch near this area's entrance and descend the nearby ladder instead.



Run west to locate a statue that's trapped near two pressure switches. Slide the statue off its pressure switch and onto the adjacent one with Move Psynergy—this reveals a new pathway above.



Backtrack a bit and take the lower trail. Grip across the gap and sprint up the west stairs to reach a chest.



Backtrack all the way to the entry ladder and climb back up. Continue to ignore the pressure switch above the ladder and go west, onto the new pathway you've just revealed. Slide down the slope at the path's far end.



Continue moving west and shove a statue off a pressure switch to reveal a staircase above. Backtrack a bit to return to the trapped statue and use Move Psynergy to return it to its original pressure switch. This restores the original pathway above.



Slide down the west slope and grip across the pit, returning to the entry ladder. Climb up, ignore the pressure switch, and run east, hopping across the original pathway of tiny blocks.



Ignore the peg near the Mercury emblem and scale the stairs you recently revealed to reach a pressure switch and a statue. Move the statue onto the switch to remove the wall to the east.



Stand on the next pressure switch to remove the next wall ahead, then grip over to the post to get past the wall, which returns when you step off of the switch.



Run east and use Move Psynergy to slide a statue south, off the ledge. The statue crashes down on the pressure switch above the entry ladder, activating it and extending a nearby platform.



Now you're ready to free the Mercury emblem. Slide down the nearby slope and hop across the tiny blocks to the west, then pound the emblem's peg with Crush Psynergy to start it rolling. Duck into the nearby nook to skirt the emblem as it rolls past.



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Good work! Chase the emblem back to the main gate and roll it four times to the west to align its shadow with the background decal, thereby opening the way to the final emblem.



Descend the short entry ladder and sprint east, racing past a series of foreground archer statues that fire arrows as you streak past.



Climb down the far steps, hop around to another set of steps, and climb back up. Make your way to the background statues and shove the east one off of its pressure plate to extend a grip post far below.



Explore west to discover another statue that's poised atop a pressure switch. Shove this one off its switch as well to extend a grip post above.



Backtrack east and scale the background steps to reach the grip post you've just revealed. Zip across and climb more steps to reach a statue. Slide the statue south with Move Psynergy, dropping it onto a pressure switch below. This extends a third and final grip post.



Backtrack to the Venus emblem and descend the long stairs near the emblem's release peg. Run up to the archer statues and inspect the east one to score the powerful Zephyr's Bow!



Backtrack around and sprint west, passing the archers again. Climb down the ladder near the west statue to reach the lower area, then sprint east and zip across the first grip post you extended.



You land on a ledge with a Mars Djinni. Congratulations, you've found the final Djinni!

**Note**  
Missing some Djinn? Check your Djinn Index against the tables at the back of this guide and see which ones gave you the slip!

**Djinni: Aurora**  
You found a Mars Djinni! Try setting it to Tyrell or Eoleo.



All right, it's time to get this party rolling. Backtrack up the ladder and sprint east past the archer statues once again. Run up the steps and pound the east peg to start the Venus emblem rolling.



Immediately begin running west after hitting the peg. Use Grip Psynergy to flip across the archer arrows that have become lodged in the background wall, quickly returning to the pressure switch near the area's entrance.



The moment you land, step onto the pressure switch to extend a platform, bridging the gap for the Venus emblem and allowing it to roll back to the main gate. Nice moves!



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Chase after the Venus emblem and shove it east three times to align its shadow with the background decal.

Open Sesame



With the Venus emblem properly aligned, the final gate appears. You must now roll all four emblems to create a shadow that mirrors the background decal. Roll the emblems as follows to open the way forward:

Venus emblem: leave this one alone.  
Mars emblem: one shove to the west.  
Mercury emblem: two pushes to the east.  
Jupiter emblem: one shove to the east.



With the mirror image properly formed, the gate opens wide, granting access to the Apollo Sanctum. Hurry onward—the eclipse must be stopped!

Apollo Sanctum

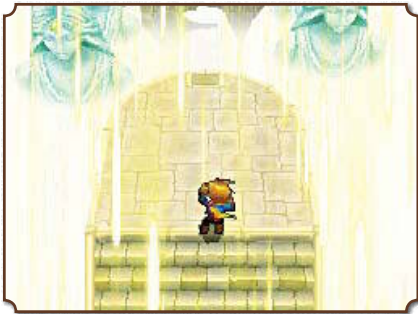


Map2



Encyclopedia Entries		
Title	How to Get	✓
Umbra Gear (updated)	During Umbra Gear tutorial.	<input checked="" type="checkbox"/>
Apollo Lens (updated)	During dialogue.	<input checked="" type="checkbox"/>
Volechek (updated)	During dialogue.	<input checked="" type="checkbox"/>

Blinding Light



Our heroes have at last reached the Apollo Sanctum. Here the light is so strong, special protection is needed to survive its immense brilliance.



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*Retreating from the overpowering rays, the party plans their next course of action. Only Sveta can wear the Umbra Gear, so she'll need to venture on ahead of the party, serving as a shield.*



Save your progress, then guide Sveta forward, hopping across the statue hands that arise in front of her. Sprint north into the next area.

**Sheltering Shadows**



*A large statue casts a shadow up here. Remain in the shadow to recover from the affects of the sanctum's intense light.*

**Caution**  
Even the Umbra Gear won't last forever against the Apollo Sanctum's peerless radiance. Pay close attention to the meter on the left and seek the shelter of shadows whenever it begins to fill too high.



Sprint up the west stairs and place the blue orb onto the blue pedestal, then quickly retreat to the shadows again. Do the same with the yellow pedestal atop the east stairs, placing the yellow orb there.

**TIP**  
In a pinch, seek shelter in the shadows cast by the thin pillars that surround each pedestal's platform.



Lastly, make the daring journey north and activate the red pedestal with the final orb. Remember to keep an eye on the Umbra Gear's stress meter!

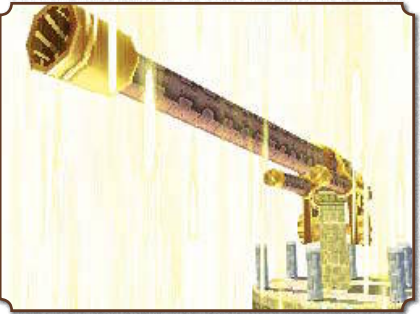
**Sacred Blade**



*With all three orbs placed, the sanctum begins to fill with ancient power. This power seems to converge in a central pedestal, into which a blade has been stuck.*



*Filled with purpose, Matthew ventures forth and pulls the blade from the pedestal with a mighty tug. The Sol Blade is now rests in our heroes' hands!*



*With the Sol Blade removed, energy is allowed to flow all throughout the Apollo Sanctum's ancient arcs. The entire place transforms, revealing a massive cannon. It must be the Apollo Lens!*



Hurry back around the sanctum and descend the stairs to return to the southern shadows. There's a door here now that's marked with an etching of a sunburst; approach the door and insert the Sol Blade to open it. You are now entering the sanctum's interior.

**Lens Crafter**



The Apollo Lens must be properly aligned—activating it without doing so would be reckless at best. Run around the chamber, using Crush Psynergy to pound down each of the colorful pegs you see.





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The chamber's central platforms rise after all the pegs have been flattened. Move to the central dais and use Grip Psynergy on each of the posts that jut up from the platforms to align the lens. Exit the chamber when your work is complete.

Arcanus Returns



Exiting the chamber, the party comes face-to-face with Arcanus, the masked man who's been pulling their strings ever since the Adepts left on this wild adventure so long ago. Many revelations are brought to light during the dialogue that follows—not the least of which is Arcanus' true identity: Alex, traitor of the Mercury Clan!



Alex and Kraden have a history, but before the two can "catch up," Tuaparang agents are deployed via zeppelin—including Blados and Chalis! Alex reveals that these two villains are actually members of a secret sect. They're Dark Adepts!



Though they've worked together up to this point, it turns out that Alex wishes to use the Apollo Lens for a different purpose than Blados and Chalis. Their partnership at an end, Alex tells our heroes to activate the Apollo Lens while he keeps Tuaparang's finest occupied.



Save your progress, then sprint upstairs and circle north, heading for the Apollo Lens. Beware: You'll encounter Tuaparang soldiers along the way! When you reach the lens cannon, go south to discover its controls.



Approaching the lens controls, the group is surprised when a giant beast drops down, growling ferociously. Sveta manages to calm the creature momentarily, but Chalis and Blados soon appear, reigniting the beast's ire and forcing battle!

Boss Battle: Blados, Chalis, and Chaos Hound



HP: 3,052 (Blados); 2,892 (Chalis); 3,374 (Chaos Hound)

Weakness: Fire (Blados); Water (Chalis); Earth (Chaos Hound)

You've bested Blados and Chalis before, but things are a little different this time with the Chaos Hound in the mix. Normally we'd recommend you unleash your party's Djinn, but this isn't wise because another battle lies ahead! Batter the Chaos Hound with normal strikes instead, especially with the newfound Sol Blade. Use Psynergy in place of Djinn to strengthen and heal your party, and to weaken and damage your foes.

Have Karis heal the party with Psynergy each turn while Matthew strikes the Chaos Hound with the Sol Blade. Other party members can either attack or support with Psynergy that raises party defenses and reduces enemy damage.



The bosses' attacks are powerful, but nothing that will overwhelm you. Just keep healing each turn and piling on the damage until the Chaos Hound is defeated—this brings the fight to an abrupt halt.



Beaten but not defeated, Blados and Chalis are forced to resort to desperate measures. Calling on the power of Dark Binding, they meld with the enraged Chaos Hound, transforming into one of the most fearsome creatures imaginable!



Kraden warns that this will be a fight unlike any you've faced—and you have no idea how right he is! Answer "no" when he asks if you're ready, and you'll be able to prepare your party for the final battle. Take a moment to do the following:

**Heal up**—you don't want to fight with wounded heroes!

**Sort out items**—ensure that all party members can heal allies and restore them from being KO'd with either items or Psynergy.



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**Prepare the reserves**—if you haven’t been paying attention to your reserve heroes, do so now. Make certain every hero is using the best possible equipment and has an assortment of useful items. Your frontline four may very well fall against this ultimate foe!



HP: 9,640

Weakness: Wind

This bad boss is far superior to anything you’ve faced, so don’t hold anything back. Begin by unleashing Djinn that protect your party by boosting Defense and Resistance, and strike the boss with Djinn that stun and cause Delusion—these may cause the Chaos Chimera to miss.



The final boss has loads of HP, so you’ll want to save up for high-powered summons. Keep using Djinn each turn so you may call down summons that cost four or more Djinn to cast. Strive to keep your warriors healthy while building to these epic attacks.

**TIP**

Ensure that one character is healing your party each turn—again, Karis’s group healings make her ideal.

**Caution**

Beware: The Chaos Chimera can knock out your Djinn with its Djinn Blast attack! This forces Djinn into the “resting” state as if you’d used them to call down a summon. After a few turns, affected Djinn will reset themselves to their masters, becoming useful again.



The Chaos Chimera’s worst attack is its Chaos Upheaval, which wrecks one or more party members for massive damage. Heal the party every turn, and make sure all party members are able to revive fallen comrades. Djinn and Water of Life can do the trick, as can Matthew’s Revive Psynergy.



If you’re ever unable to revive a fallen comrade, swap him or her out for a fresh reserve. Pick someone who can lend the most support to surviving allies. If the boss’s damage is overwhelming, swap in someone who can heal or boost party Defense. No matter how grim things start to look, remember you’ve got lots of options. Keep building toward powerful summons that can bring this final boss crashing down!



With the Chaos Chimera defeated, nothing is left to stop our heroes. Their destiny on the verge of fulfillment, the party works together to at last activate the Apollo Lens ...

Enjoy the ending!





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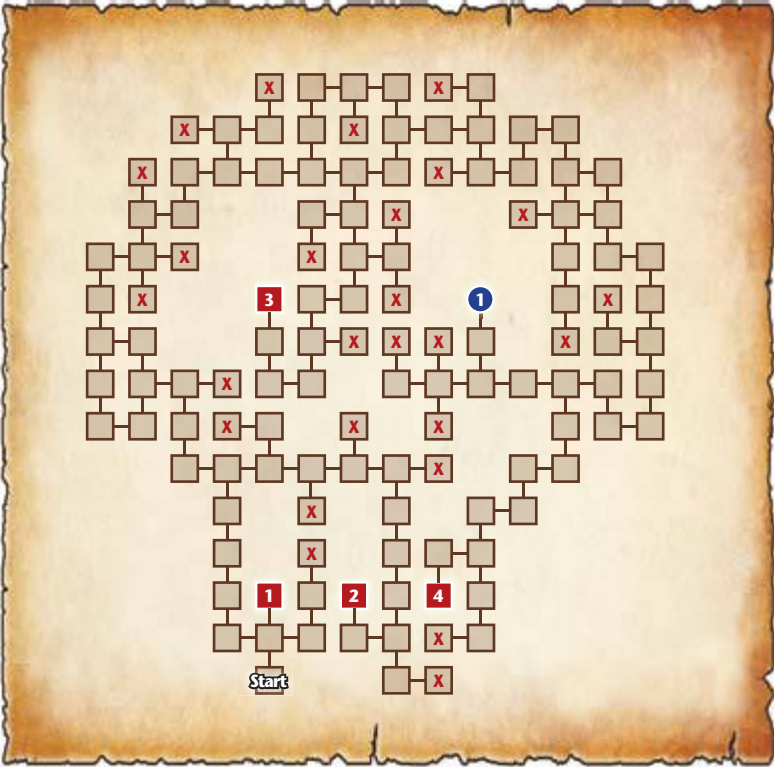
# Chapter 20: Loose Ends

You may have saved the land from terrible darkness, but *Golden Sun: Dark Dawn* has much more in store. Save your progress after beating the game; when you later load this save, you'll appear at Tonfon with all of the loot and plunder you acquired during your initial playthrough. (Completing these quests has no bearing on the game's ending; the content covered in this chapter is purely optional.)

### Note

If you missed any Djinn or Encyclopedia entries before, now's the time to get them! Reference the checklists at the back of this book for a complete listing of Djinn and Encyclopedia entries.

## Otka Island



You've already claimed the quality zol and Jupiter Djinni (Lull) from this small cave, but you've yet to delve into its true depths. Use the Sol Blade you acquired on the eve of the final battle to open the ornate north door and reveal a staircase to a mind-bending labyrinth.



Fortunately for you, we've taken the liberty of charting the entire labyrinth—just use the provided map to find your way through and claim all of those goodies. Save the hidden loot for last, however—for this one requires you to defeat a fearsome foe!

### TIP

Be sure to save before engaging the maze's boss—he's one tough customer!

## Maze Game



Depart from Tonfon and set sail for that tiny isle that lies in the middle of the eastern sea. Wait just southwest of the isle until a whirlwind approaches from the northeast, then steer into contact with the whirlwind, letting it whisk you past the surrounding rocks.

Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Catastrophe)	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	Mythril silver	<input checked="" type="checkbox"/>
2	Power bread	<input checked="" type="checkbox"/>
3	Triton's Ward	<input checked="" type="checkbox"/>
4	Psy crystal	<input checked="" type="checkbox"/>



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HP: 11,783

Weakness: Wind

The Ancient Devil is as powerful as the final boss, if not more so. It acts twice each turn and can really pile on the damage. Treat this foe just as you did the final boss: Ensure that your entire party is ready for battle and all members are able to heal the wounded and revive fallen comrades. Use Djinn to fortify your party and reduce the boss's effectiveness.



The Ancient Devil has the ability to summon Haures, a mighty summon that can cripple your party with massive damage. Although this summon is a rare occurrence, it can be devastating if you're caught off guard. Make sure all party members are close to full health at all times!



In addition, the boss can possess one party member at a time, forcing the Adept to fight for his evil cause. The Ancient Devil

will possess another party member if the first one falls, so avoid targeting possessed heroes—focus instead on damaging the boss itself.

Caution

Possessed heroes can use your party's elemental power to unleash summons! It's therefore best to cast all of the summons you can as soon as a party member has been possessed, and to focus on using direct attacks and Psynergy afterward to steadily wear down the boss.



Because of the Ancient Devil's ability to possess party members, this fight can play out in different ways. Fortunately, this challenging fiend can't pump out the massive damage that the Chaos Chimera was able to unleash each turn. After the battle, inspect that ancient tablet to gain an epic new summon—Catastrophe!

Burning Island Cave



Burning Island Cave is your next destination. Sail south and land on the island's eastern beach as you did when searching for the Umbra Gear. Circle around the central volcano and enter the cave at the top.



Armed with the Sol Blade, you're now able to open the ornate door you noticed near the lava pit. Make your way down there and open the door to reach a secret chamber.



Don't worry, there's no maze to shuffle through this time—just a small cavern with an ancient tablet. Save your game and approach the tablet to challenge a formidable warrior!

Boss Battle: Ogre Titans



HP: 964; 1,928; 4,016; 8,033; 16,066

Weakness: Fire (all)

The Ogre Titan may not seem very intimidating at first, but appearances can be deceiving. In actuality, you face not one, but five different incarnations of the boss over the course of this battle. Each new version is progressively more powerful, having more HP and more lethal attacks!



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Aside from the boss's multiple personality disorder, this is actually a very straightforward fight. Each Ogre Titan only attacks with physical blows—there are no crazy summons or spells to worry about. Raise your party's Defense as often as possible and cripple each version of the Ogre Titan with Djinn and Psynergy that cause Delusion—this reduces its chances to hit.



Naturally, the last two Ogre Titans are the worst, capable of obliterating the party with brutal multi-target attacks. Do your best to conserve your elemental power so you can unleash one devastating summon after the next when the final two Ogre Titans stand before you. Keep the entire party in good health and raise their Defense, or things may quickly spiral out of control.



After proving your worth by surviving the Ogre Titan onslaught, inspect the ancient tablet to acquire a new and lethal summon—Daedalus!



Leave the Burning Island Cave after acquiring the Daedalus summon and sail northwest to Ayuthay. Land on the west shore of the mainland's southern peninsula to easily travel there.



Use the rafts to cross the lake and sprint north into the castle. Once inside, don't enter the secret north door; go right and exit the castle, then use the vine you grew before to reach the upper balcony.



Go west after climbing the vine and enter the far door to reenter the castle. Go right and pass through the north door to return to the courtyard with the great tree that reacted to the Tree Flute before.



The bodies of Kaocho's Generals—Ku-Tsung and Ku-Embra—lie next to the tree. Use Sveta's Spirit Sense Psynergy to read the generals' thoughts and discover that they've hidden something near Kaocho Palace's stairs. Intriguing!



Make your way out of Ayuthay and venture northeast on foot, heading for Kaocho. When you get there, run north along the west side of the east river toward the palace.



Climb the rocky steps and leap over to the palace's gray stone wall. Target the west flagpole with Grip Psynergy to zip across the palace stairs, then inspect the block that has a large crack in it. You discover a note hidden inside!





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The note tells you to search for a reef in the shape of a hand to the north, and once you find the reef, to travel west from there. The reef you’re looking for is north of Harun village—the first island town you visited after the eclipse appeared.

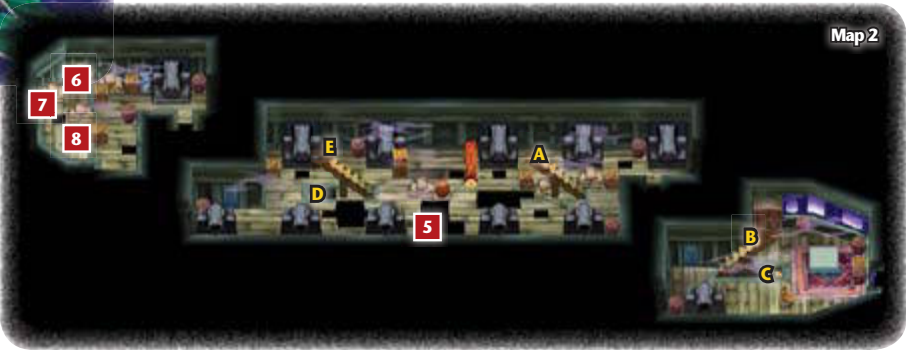


Sail directly into the reef’s “palm” and then sail directly west from there. You pass into a thick fog—keep going west until the party discovers a mysterious vessel.

TIP

If you sail clear through the fog without discovering anything, travel down past Harun village, then head north toward the hand-shaped reef and try your luck again.

Lost Ship



Hidden Loot			
Icon	Object	Contents	✓
1	Box	Hard nut	<input checked="" type="checkbox"/>

Chests		
Icon	Contents	✓
1	100 coins	<input checked="" type="checkbox"/>
2	200 coins	<input checked="" type="checkbox"/>
3	Mythril silver	<input checked="" type="checkbox"/>
4	Mist potion	<input checked="" type="checkbox"/>
5	300 coins	<input checked="" type="checkbox"/>
6	400 coins	<input checked="" type="checkbox"/>
7	1,234 coins	<input checked="" type="checkbox"/>
8	Clotho’s Distaff	<input checked="" type="checkbox"/>

Tricks and Treats



This ship sure is creepy, but if there’s treasure here, it’s worth a look. Climb the west ladder to reach the first of the vessel’s many chests.



Descend the ladder after looting the chest and run east. Scamper up the east steps and hop over the holes in the deck to reach its north half.



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Before rolling the log out of your way, sprint up the west steps and crack open another treasure chest.



Return to the log and shove it south so you may head downstairs into the ship's hull. Go west until a log rolls of its own accord, preventing you from continuing west. How odd ...



No matter. Proceed through the east door instead and head up the stairs that follow to return to the deck. Crack open the chest up here for another prize.



Eerie Dinner



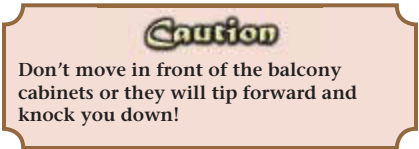
Backtrack downstairs and proceed down the lower stairs to reach the ship's bottom level. Hop a hole in the floor and descend a ladder to reach a long dinner table surrounded by moving statues!



Use Himi's Search Psynergy to reveal a hidden moving statue near the table, and another statue (this one immobile) on the north balcony. Slide the tall north crate one space west and then one space south to position it between two of the moving statues.



Next, shove the southwest log out of the way to free the southwest statue, allowing it to move about. Climb the northwest ladder and leap to the nearest moving statue when it passes by.



Hop to the crate you just shoved, then onto the northeast moving statue. From there, leap back onto the north balcony, landing near the stationary statue you recently revealed. Shove this statue east, placing it in front of the tall cabinet to keep it from tipping over.



Loop around the balcony and leap to the southeast moving statue when it draws near. Cross the southern statues in a similar fashion, leaping to the west ledge when you're brought within jumping range.



Good work! Descend the nearby ladder and flip open a treasure chest, then climb the ladder again and scale the nearby stairs.





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You're back on the ship's first floor. Go east and shove a crate into a hole, trapping the self-rolling log. Now you'll have an easier time moving about.



Open the nearby chest after pushing the crate, then backtrack west and enter the door to reach another room. Climb the south steps and lift the lids of all three chests you discover in here for some fast cash and a valuable staff.

**Treasure Chest 5**

You found a chest! It contained 300 coins.

**Treasure Chest 6**

You found a chest! It contained 400 coins.

**Treasure Chest 7**

You found a chest! It contained 1,234 coins.

**Treasure Chest 8**

You found a chest! It contained Clotho's Distaff.



Exit the treasure hold and scale the nearby stairs to reach the captain's quarters. Search the box up here to score a hard nut, then save your game and proceed through the south door.



A nefarious-looking robed figure awaits you just outside the captain's quarters. Defeating this formidable adversary earns you a fabulous prize, so have at him!

**Boss Battle: Star Magician**

Matthew	Tyrell	Amiti	Karis
HP 986	HP 999	HP 940	HP 750
PP 250	PP 212	PP 232	PP 349

Guardian Ball appeared!  
Ghoul Ball appeared!  
Star Magician appeared!

HP: 9,595  
Weakness: Fire

The Star Magician himself isn't terribly devious, but the many mystical balls that fight for him make matters far more challenging. Target these troublesome balls from the start; they have far fewer HP than the Star Magician. Here's a little info on each ball—destroy them in this order to simplify the fight:

- Refresh Ball (462 HP; Fire weakness):** Heals the Star Magician.
- Guardian Ball (664 HP; Wind weakness):** Fortifies the Star Magician against attacks with Guard Aura ability.
- Ghoul Ball (850 HP; Wind weakness):** Consumes one Djinni per turn, forcing it into its "resting" state.

- Death Ball (412 HP; Wind weakness):** Curses and haunts party members, or KOs them outright with its Condemn ability.
- Anger Ball (590 HP; Water weakness):** Attacks party with explosive damage.
- Thunder Ball (360 HP; Earth weakness):** Attacks party with lightning damage.

Matthew	Tyrell	Amiti	Karis
HP 670	HP 910	HP 612	HP 535
PP 204	PP 181	PP 196	PP 273

Tyrell unleashes Laval!  
Refresh Ball takes 476 damage!!  
You felled Refresh Ball!

Make sure to defeat those Refresh Balls—they can heal the Star Magician greatly. Otherwise, follow the same tactics as ever: Unleash Djinn to build up elemental power, then call down summons to annihilate the boss.

Matthew	Tyrell	Amiti	Karis
HP 760	HP 871	HP 684	HP 656
PP 224	PP 181	PP 214	PP 303

Amiti takes 28 damage!  
Star Magician casts Megacool!

The Star Magician will primarily summon replacement balls and cast Mega Cool against your party. Counter this by defeating his most valuable balls and healing the entire party each turn.

**TIP**

Try to lock the Star Magician's Psynergy to really cripple its offense! Do this with Psynergy or Djinn that have this effect, such as Rime.

Matthew	Tyrell	Amiti	Karis
HP 695	HP 834	HP 654	HP 699

Matthew summons Ramses!  
Death Ball takes 69 damage.  
Star Magician takes 807 damage!

Keep destroying valuable balls and piling on the damage with summons until the Star Magician finally falls. The reward is great—you gain the ability to summon Azul!



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Ready to tackle *Golden Sun: Dark Dawn's* final adventure? Return to your ship and sail south, heading for Yamata city.



Go to the west side of town and speak with a dark-haired adventurer. The man saw you sail up and would like a ride on your ship. Agree to let him aboard, then follow him back to your vessel.

*Note*  
The dark-haired adventurer will only sail with you after you've beaten the main adventure once.



The man tells you that a whirlpool located somewhere to the southwest should act as a portal to a hidden island. Sail directly south from Yamata city, then follow the water's edge west to locate the rumored whirlpool.



As advertised, the whirlpool sucks you down to a lower area. Sail east until you reach a good-sized island, then weigh anchor and begin to explore this remote place.



Run to the island's highest summit to discover a cave entrance. What wonders could await you inside?

Crossbone Isle





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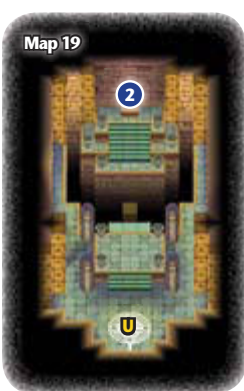
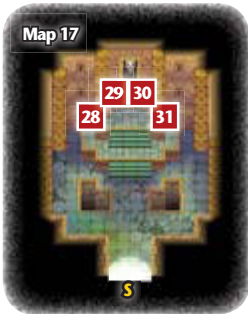
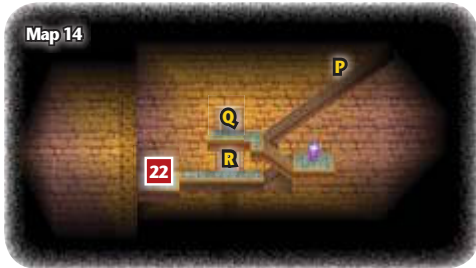
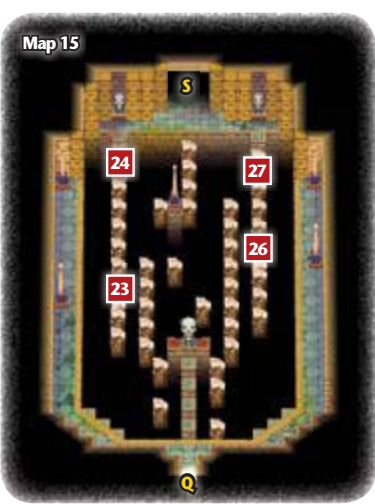
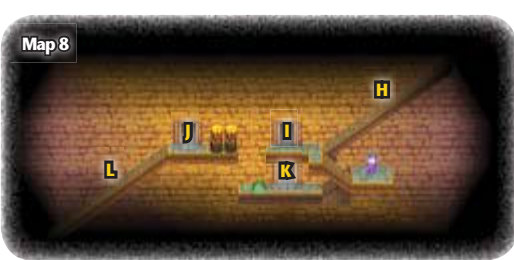
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Hidden Loot			
Icon	Object	Contents	✓
1	Ancient tablet	Summon (Charon)	✓
2	Ancient tablet	Summon (Iris)	✓

Chests		
Icon	Contents	✓
1	Mimic (psy crystal)	✓
2	Ginseng	✓
3	Mythril silver	✓





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Chests		
Icon	Contents	✓
4	220 coins	✓
5	Quality zol	✓
6	110 coins	✓
7	330 coins	✓
8	Apple	✓
9	Rice ration	✓
10	440 coins	✓
11	Demon Mail (cursed)	✓
12	550 coins	✓
13	Plump dumpling	✓
14	Quality zol	✓
15	660 coins	✓
16	Orihalcon	✓
17	770 coins	✓
18	880 coins	✓
19	Dark matter	✓
20	Dried lizard	✓
21	Iris Robe	✓
22	Cookie	✓
23	990 coins	✓
24	1,010 coins	✓
25	Orihalcon	✓
26	Mist potion	✓
27	Alastor's Hood	✓
28	Worn bow	✓
29	Cleric's ring	✓
30	Bloody claw (cursed)	✓
31	Dark matter	✓

Diabolical Descent



Plenty of plunder awaits you here, so let's get to it! Descend the stairs and use Move Psynergy to slide a stone pillar one space to the right, dropping it to the lower floor.



Run down to the landing below and open the chest here, but look out—it's a Mimic! Slay the fiend to steal its treasure, then head back upstairs and enter the background door.

Treasure Chest 1

You found a chest! It was a Mimic that guarded a psy crystal.



Go east, hop across the crumbling rock, then continue north until you discover a chest. Claim its contents, then backtrack, hopping across the other crumbling rock. Don't jump onto the same rock or it will shatter and drop you into the lower chamber!

Note

If you ever fall into the lower chamber, open the two chests down there, then exit via the south door and head back upstairs.

Treasure Chest 2

You found a chest! It contained ginseng.



Return to the room's entrance and jump onto a tiny north platform. From here, use Move psynergy to slide the nearby stone pillar to the left.



Jump to the stone pillar's platform, then make your way east, hoping across a crumbling rock to reach a chest. After looting the chest, hop back onto the crumbling rock you took to get here. The rock gives way, dumping you into the room below!

Treasure Chest 3

You found a chest! It contained mythril silver.



Open both chests in the lower room, then sprint through the south door and head back up to the previous chamber.

Treasure Chest 4

You found a chest! It contained 220 coins.

Treasure Chest 5

You found a chest! It contained quality zol.



Slide the stone pillar to the right this time so you may hop over to the southwest chest. Crack it open for another prize.



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Go north and slide another stone pillar to the right. Now you can hop across the west platforms to reach the room's west ledge.



Exit the room via its southwest door to return to the exterior staircase. Shove the nearby pillar to the right to drop it onto the first one you moved. Now you can easily backtrack to the ruins' entrance—but don't do so yet!



Head downstairs to reach the ruins' next level. The setup is familiar: Drop a stone pillar down to the lower platform with Move Psynergy, then enter the background door.



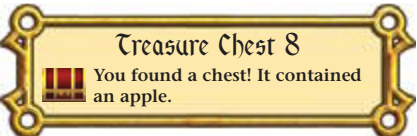
Cross the tiny platforms and crack open the chest near the entry ledge to score some coin.



Cross the west tiny platforms to reach the background ledge, then sprint to the room's northeast corner. Use Search Psynergy here to reveal a platform with a stone pillar.



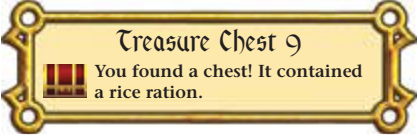
Jump onto the nearby crumbling rock, then use Move Psynergy to slide the stone pillar in either direction. This raises a pressure switch that had been beneath the pillar, causing the nearby red door to open. Pass through the door to reach a chest that contains an apple.



Return to the west line of tiny platforms and make your way diagonally southeast, heading for the southeast stone pillar. Avoid stepping on any crumbling rocks as you go, and slide the pillar with Move Psynergy to open two blue doors.



Backtrack to the northwest corner, again without crossing any crumbling rocks, and open the northeast chest that lies beyond the blue door.



Return to the west line of tiny platforms once again and leap to the west ledge. Pass through the open blue door and head through the southwest doorway to return to the outer staircase.



As before, shove the stone pillar onto the lower one below to make the staircase easier to navigate. Before moving on, hop across the pillar and sprint down the east stairs to enter the lower chamber.



Open the two chests down here, circling around to approach the northeast chest from the north. Afterward, backtrack out of the room and take the staircase down to the next level.



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Treasure Chest 10  
You found a chest! It contained 440 coins.

Treasure Chest 11  
You found a chest! It contained Demon Mail (cursed).

Third Level



You know the drill: Drop the nearby pillar to the lower platform using Move Psynergy, then enter the background door.



Hop to the platform near the room's south stone pillar and use Move Psynergy to slide it onto the red pressure switch. This raises a few red platforms around the room.



Hop back to the room's south ledge and run east. Cross the red platform you discover to reach the southeast chest.

Treasure Chest 12  
You found a chest! It contained 550 coins.

Hop back across the red platform and sprint north up the room's east ledge. Hop close to the northeast stone pillar and slide it onto the green pressure switch using Move Psynergy.



Return to the south stone pillar and slide it one space to the left, releasing the red pressure switch. Now you can hop across the platforms to reach the blue pressure switch—slide the nearby pillar onto it.



Cross the new blue platforms that appear and make your way to the northeast chest. Flip it open for a tasty treat.

Treasure Chest 13  
You found a chest! It contained a plump dumpling.



Backtrack and reactivate the red pressure switch by shifting the pillar back onto it. All of the room's colored platforms should now be active. Hop across the central row of yellow platforms, which are active by default, and make your way to the room's southwest chest.

Treasure Chest 14  
You found a chest! It contained quality zol.



It's time to be going. Loop around the northwest platforms and make your way to the yellow pressure switch. Shove the pillar to the east to release the switch, then hop north.



Next, slide the pillar off the green pressure switch using Move Psynergy, then hop over to that platform. Stand to the left of the green switch and slide the pillar back onto it using Move Psynergy again. Now you can hop to the north colored blocks and make your way around the room's outer ledge to exit via the southwest door.



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Shove the stone pillar to bridge the stairwell gap as you've done before, then hop across and enter the lower chamber. Open two chests down here to score some loot before taking the staircase even deeper into the ruins.

Treasure Chest 15

You found a chest! It contained 660 coins.

Treasure Chest 16

You found a chest! It contained orihalcon.

Fourth Level



After dropping the stairwell pillar, enter the background door and hop across a crumbling rock to reach a chest.

Treasure Chest 17

You found a chest! It contained 770 coins.



There's no place else to go; hop back onto the crumbling rock, which gives way, dropping you into the lower chamber. As long as you're here, you might as well open the room's chests.

Treasure Chest 18

You found a chest! It contained 880 coins.

Treasure Chest 19

You found a chest! It contained dark matter.



Return to the upper room, and this time, cross the southeast crumbling rocks to reach the central treasure chest.

Treasure Chest 20

You found a chest! It contained a dried lizard.



Next, hop to the north crumbling rock, then skip across a few more rocks to the west. Jump to the south crumbling rock, then onto the solid platform. From there, leap across the long line of rocks to reach the room's north ledge.



From the north ledge, hop south across the parallel line of crumbling rocks. Leap onto the solid blocks to the east, then hop onto the next rock to the east. Don't hop all the way across to the east ledge, though; use Grip Psynergy to zip over there without touching the easternmost rocks.



On the east ledge, slide the stone pillar off the red pressure switch to lower the red door to the north, exposing a chest. Hop north along the easternmost line of blocks to reach the chest.

Treasure Chest 21

You found a chest! It contained the Iris Robe.



Once again, you've no place to go but down. Drop via a crumbling rock to return to the lower room, then make your way back up. Cross the long line of crumbling rocks that leads north this time, hopping onto the pair of solid blocks to the west when you reach them.



From the two solid blocks, cross another long line of crumbling blocks on your way up to the north ledge. Then head back south along the parallel line of rocks to the west.





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When you reach a tiny platform, hop onto it and use Grip Psynergy to zip over to the west ledge. Cross the east line of rocks afterward to exit via the southwest doorway. Shove the stone pillar to bridge the stairwell gap, then proceed downstairs.



This is it—the final level! There are no stone pillars to move at the bottom of the stairwell, only a chest that turns out to be another Mimic.



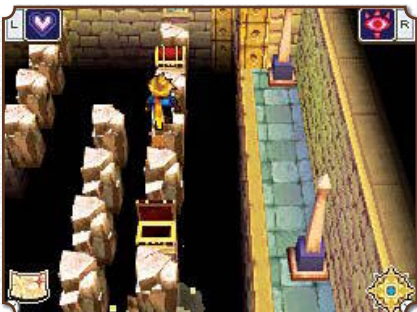
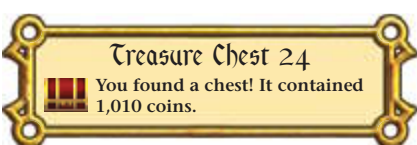
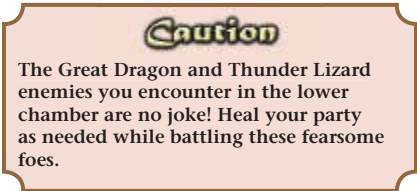
Enter the upper of the two doors and hop across the row of tiny platforms to reach a skull statue. Slide the skull to the right using Move Psynergy to remove it from your path.



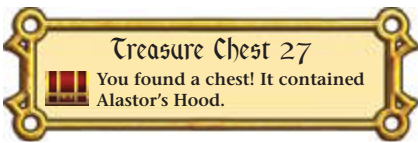
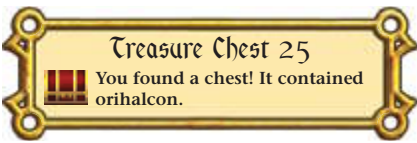
Look out: Moving the skull statue causes the room's crumbling blocks to begin exploding! The southern rocks go first, and the reaction works its way northward. Quickly leap north along the rocks while they last, heading for the nearby southwest chest.



Allow yourself to fall after looting the southwest chest, landing in a lower chamber. Open the lone chest you discover down here, then exit through the south door and head back upstairs. Slide the statue to the right again, and this time, race to open the room's northwest chest.



Use Grip Psynergy to zip over to the room's west ledge, then exit the room and reenter to reset the crumbling rocks. Slide the statue left this time and go after the two east chests, gripping over to the east ledge after you open the first chest to avoid falling.



Exit and reenter the chamber to reset the rocks again, then go after the northeast chest. After claiming its contents, quickly grip over to the central rocks and make your way to the far north ledge.



Enter the background doorway to reach a room filled with chests. Open each one to claim vast amounts of treasure!

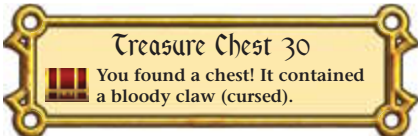




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You've fully looted the upper chamber now. Return to the bottom chamber and use Search Psynergy to reveal two portals at its north end. Travel through the northeast portal first.



You emerge in a chamber with an ancient tablet. Sprint across the tiny platforms that appear as you approach and inspect the tablet to acquire the Charon summon!



Travel back through the portal and reveal a second portal on the room's northeast corner. Save your progress then head through this one to reach a similar chamber with an ancient tablet at the far end.



Unfortunately, acquiring this final summon isn't so easy. A massive warrior appears as you approach the tablet. He demand that you face him. Before you know it, battle begins!



HP: 19,251

Weakness: Wind

Dullahan is by far the most challenging enemy in *Golden Sun: Dark Dawn*. He can smite characters with one strike or banish all of their Djinn out of play, and his Fulminous Edge attack inflicts massive damage. You've got your work cut out for you!



Dullahan always unleashes his attacks in a specific pattern. The key to defeating Dullahan lies in stunning his Djinn Storm ability so that no hero's Djinn are sent out of play - the Djinn Doldrum and Ivy can accomplish this for you. Dullahan gets to take three actions each turn; here is Dullahan's attack pattern:

- Group A:**
  - Condemn
  - Charon
  - Curse
- Group B:**
  - Djinn Storm
  - Haunt
  - Fulminous Edge
- Group C:**
  - Dark Contact
  - Attack
  - Fulminous Edge
- Group D:**
  - Break\*
  - Attack
  - Dark Contact
- Group E:**
  - Element Swap
  - Haunt
  - Curse
- Group F:**
  - Fulminous Edge
  - Bind
  - Crucible\*
- Group G:**
  - Attack
  - Dark Contact
  - Fulminous Edge

Group H:

- Attack
- Element Swap
- Attack

(Back to Group A)

Note

Dullahan will only use his "Crucible" ability if the heroes have one or more Djinn on Standby. Be certain that there is one Djinni left in Standby mode (ready to help summon) so that Dullahan doesn't skip this ability, which would offset his attack pattern.

TIP

Keep party members that are using Doldrum and Ivy alive throughout the battle by keeping them in the back row (reserves). Swap one of them into play on the turn when Djinn Storm needs to be stunned, then quickly remove them from action again.

Dullahan may not begin each battle in Group A, so pay close attention to the first three attacks he throws at you to discover which group he's in. Once you know this, you can predict his actions for the rest of the battle.

Defeating Dullahan is incredibly challenging, and it's likely that you'll lose on your first attempt. Not to worry—here are some tips that will help you achieve victory over this ultimate foe:

**Forge new gear!** Return to Champa and make mighty weapons and armor out of the load of forgeable goods you've found in these ruins.

**Stock up on items!** Purchase plenty of healing items—potions and mist potions are the best. Psy crystals may help as well, if you've used all of the ones you've found. Water of Life is absolutely vital—make sure every hero is carrying some!

**Level up!** The Great Dragons and Thunder Lizards encountered just outside of Dullahan's chamber are excellent sources of experience. Or defeat Tua Warriors atop Apollo Sanctum and level up with all speed!

After besting Dullahan, inspect the ancient tablet he was guarding to acquire the final summon: Iris!





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Appendix

Welcome to the appendix, where all of *Golden Sun's* best-kept secrets are revealed! Read on to discover the locations of every hidden Djinni, summon, Sun Saga, and Encyclopedia entry. Check each item off as you collect them to ensure that you find it all!

Djinn

Note

Though the in-game Djinn Guide lists 83 entries, six of these Djinn are ones that Isaac and Garet loan to the heroes at the beginning of the adventure, and the two men keep five for themselves. You can't keep these eleven Djinn, so only 72 Djinn are available for permanent use.

Djinn Index						
Djinn	Name	Type	Location	Effect	Description	✓
	Sap	Venus	Tanglewood (borrowed from Isaac)	Drain HP from a foe by nutrient absorption.	This spirit represents the lifeblood of trees and plants and is an old friend of Isaac's. Sap's attack absorbs vitality from foes.	<input checked="" type="checkbox"/>
	Spark	Mars	Tanglewood (borrowed from Garet)	Usually revives a downed ally by warming up.	This spirit of fire's persistence is Garet's friend. Spark's never-say-die attitude inspires allies to fight on despite setbacks.	<input checked="" type="checkbox"/>
	Shine	Mars	Tanglewood (borrowed from Garet)	Burn a foe and blind its allies with brilliance.	This spirit of radiance is Garet's friend. The brilliant flash of Shine's attack blinds enemies around its target.	<input checked="" type="checkbox"/>
	Torch	Mars	Tanglewood (borrowed from Garet)	Penetrate Defense with a melting blast.	This spirit of concentrated heat is a friend of Garet's. Torch's focused attack passes through any sort of protection.	<input checked="" type="checkbox"/>
	Ground	Venus	Tanglewood (borrowed from Isaac)	Use gravity to hold a foe.	This spirit controls gravity and is a friend of Isaac's. Ground's attack creates gravity wells strong enough to paralyze an enemy.	<input checked="" type="checkbox"/>
	Granite	Venus	Tanglewood (borrowed from Isaac)	Create a mighty earthen barrier.	This spirit of very hard stone is one of Isaac's friends. In battle, Granite's tough, wall-like body can defend allies.	<input checked="" type="checkbox"/>
	Quartz	Venus	Tanglewood (can't use—Djinn Guide entry only)	May revive a downed ally with earth energy.	This spirit represents the healing energies of the earth. Quartz can heal wounds by focusing ambient energy into a living creature.	<input checked="" type="checkbox"/>
	Salt	Venus	Tanglewood (can't use—Djinn Guide entry only)	Restore allies' status to normal.	This spirit reflects the trace minerals present in living creatures and is a friend of Isaac's. Salt can cleanse and purify an ally's body of harmful effects.	<input checked="" type="checkbox"/>
	Corona	Mars	Tanglewood (can't use—Djinn Guide entry only)	Boost party Defense with heat aura.	This spirit of fire's light is a friend of Garet's. Corona's glowing radiance is strong enough to blunt enemy attacks.	<input checked="" type="checkbox"/>
	Flash	Mars	Tanglewood (can't use—Djinn Guide entry only)	Boost party Defense with shielding flames.	This incandescent spirit is a friend of Garet's. The light that comes off Flash is intense enough to soften enemy blows.	<input checked="" type="checkbox"/>
	Kindle	Mars	Tanglewood (can't use—Djinn Guide entry only)	Increase all allies' Attack.	This spirit of ignition is a friend of Garet's. Kindle's influence allows allies to exceed their usual limits of strength and power.	<input checked="" type="checkbox"/>
	Flint	Venus	World Map—Mandatory	Attack with a blow that can cleave stone.	This spirit was Isaac's very first Djinni. Flint talks a great deal, but is both knowledgeable and nice, so no one complains.	<input checked="" type="checkbox"/>
	Forge	Mars	Patcher's Place	Boost party Attack with flame's fury.	This bolstering spirit is encountered at Patcher's Place. Forge's blazing flame stirs allies to greater ferocity in battle.	<input checked="" type="checkbox"/>
	Gust	Jupiter	Goma Highlands Road	Buffet foe (perhaps twice) with gale force.	This fleet spirit is first encountered at the Goma Highlands Road. Gust's tremendous speed always gets the jump on an enemy.	<input checked="" type="checkbox"/>
	Chill	Mercury	Carver's Camp	Shatter a foe's defense with numbing cold.	This spirit of intense cold is found at Carver's Camp. Chill's attack renders enemies brittle and vulnerable.	<input checked="" type="checkbox"/>
	Fever	Mars	World Map—On path south of Carver's Lumberyard (East)	Damage and delude a foe with heat haze.	This spirit of dreams and hallucinations is found near Konpa Gate. Fever's power overheats a foe's brain, causing delusional thinking.	<input checked="" type="checkbox"/>
	Flower	Venus	Konpa Gate	Refresh allies and restore HP.	This flower spirit is found by the gate to the Konpa ruins. Flower's sweet scent has a refreshing and healing effect.	<input checked="" type="checkbox"/>
	Jolt	Jupiter	Konpa Ruins	May revive a downed ally with sharp shocks.	This lightning spirit is first encountered at the Konpa ruins. Jolt generates a shock that can bring an unconscious ally around again.	<input checked="" type="checkbox"/>



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Djinn Index						
Djinn	Name	Type	Location	Effect	Description	✓
	Sleet	Mercury	Konpa Ruins (joins with Rief)	Slash a foe with ice to reduce its Attack.	This spirit of crystallized ice joins the party with Rief. Sleet's attack wraps enemies in blinding cold, making fighting more difficult.	<input checked="" type="checkbox"/>
	Cinder	Mars	Harapa Ruins	Usually revives downed ally with life embers.	This spirit of fire's last remnants is first met in Harapa. Cinder can ignite vigor in an unconscious ally through sheer determination.	<input checked="" type="checkbox"/>
	Ether	Jupiter	World Map—Forest west of Kaocho	Focus will to restore PP.	This spirit embodies the winds at the highest altitudes and is found in western Kaocho. Allies find Ether's presence calming, even in the midst of battle.	<input checked="" type="checkbox"/>
	Steel	Venus	Kaocho	Attack and siphon a foe's HP with a kiss.	This love spirit is first found in Kaocho. Steel's attack is a vitality-stealing kiss that leaves enemies wanting more.	<input checked="" type="checkbox"/>
	Bark	Venus	Passaj Mountain Climb	Create a protective barrier against attacks.	This tough spirit is first met on the Passaj Mountain Climb. Bark's rough hide can protect allies like a shield.	<input checked="" type="checkbox"/>
	Mist	Mercury	Ayuthay (joins with Amiti)	Attack and lull a foe into deep sleep.	This spirit has influence over sleep and joins your party along with Amiti. Mist's attack enshrouds a foe's mind, making it ready for sleep.	<input checked="" type="checkbox"/>
	Mellow	Mercury	Ayuthay (joins with Amiti)	Boost party Resistance with a moist sheen.	This spirit of calm waters befriends the party along with Amiti. Mellow's untroubled aura shields the party from hostile Psynergy.	<input checked="" type="checkbox"/>
	Claw	Mercury	Ayuthay (joins with Amiti)	Attack to drop an enemy's Resistance.	This spirit represents aggressive sea life and joins the party along with Amiti. Claw's attack leaves a foe more vulnerable to Psynergy.	<input checked="" type="checkbox"/>
	Breath	Jupiter	Ayuthay	Restore an ally's HP before others can act.	This spirit embodies living breath and is found in Ayuthay. Breath specializes in healing allies in the nick of time.	<input checked="" type="checkbox"/>
	Surge	Mercury	Barai Temple	Restore party HP with a stream of life.	This geyser spirit joins the party in Barai Temple. Surge can conjure a hot-spring effect that relieves fatigue for allies.	<input checked="" type="checkbox"/>
	Lava	Mars	Kaocho	Drop enemy Defense with volcanic gasses.	This spirit represents fire's power to melt and is first met in Kaocho. Lava's attack is hot enough to melt enemy defenses, leaving foes vulnerable.	<input checked="" type="checkbox"/>
	Vortex	Jupiter	The Ouroboros	Attack and delude a foe with whirling air.	This spirit embodies whirlwinds and is found in Ouroboros. Vortex's attack leaves enemies dizzy and unable to see straight.	<input checked="" type="checkbox"/>
	Brand	Mars	Passaj Mountain Climb	Lock enemy Psynergy with low failure rate.	This spirit represents fire's controlling aspect and is found in Passaj. Brand can lock an enemy's Psynergy in place with a heat seal.	<input checked="" type="checkbox"/>
	Serac	Mercury	Harapa Ruins	Strike a chilling finishing blow.	This spirit represents the overpowering cold of a glacier and is met at the Harapa ruins. Serac's attack sucks all heat away from the environment instantly.	<input checked="" type="checkbox"/>
	Brick	Venus	Harapa	Boost party Defense with a hard covering.	This spirit is found in Harapa. Brick's control over stones allows for the instant creation of defensive barriers.	<input checked="" type="checkbox"/>
	Doldrum	Jupiter	Craggy Peak	Stop enemy movement with still air.	This spirit represents still air and is found at Craggy Peak. Doldrum can hold an enemy in place by encasing it in unmoving wind.	<input checked="" type="checkbox"/>
	Fury	Mars	Te Rya Village	Call haunting spirits to harm your foe.	This spirit embodies hot rage and is first met at Te Rya village. Fury summons the souls of those who died in anger to attack enemies.	<input checked="" type="checkbox"/>
	Dewdrop	Mercury	Teppe Ruins	Cure party status effects with fresh dew.	This spirit carries the refreshing feeling of morning dew and is met at the Teppe ruins. Dewdrop cleanses the party of toxins and the like.	<input checked="" type="checkbox"/>
	Fleet	Jupiter	Teppe Ruins (joins with Sveta)	Boost party Agility with wind at your back.	This spirit of energetic winds befriends the party along with Sveta. Fleet's vigor inspires allies to act faster.	<input checked="" type="checkbox"/>
	Waft	Jupiter	Teppe Ruins (joins with Sveta)	Smite and lull a foe to sleep with aromas.	This uplifting spirit joins the party along with Sveta. Waft's soothing fragrance lulls an enemy to sleep.	<input checked="" type="checkbox"/>
	Bolt	Jupiter	Teppe Ruins (joins with Sveta)	Attack and stun a foe with electric force.	This electrical spirit joins the party along with Sveta. Bolt's constantly charging current shocks a foe senseless.	<input checked="" type="checkbox"/>
	Breeze	Jupiter	Teppe Ruins (joins with Sveta)	Boost party Resistance with a gentle wind.	This spirit of soft winds joins the party with Sveta. Breeze's calming influence shelters the mind from harmful Psynergy.	<input checked="" type="checkbox"/>
	Haze	Jupiter	Teppe Ruins (joins with Sveta)	Hide away to avoid damage.	This spirit of swirling vapors joins the party with Sveta. Haze can grant temporary sanctuary to a friend in the form of concealing mists.	<input checked="" type="checkbox"/>
	Vine	Venus	Teppe Ruins	Tangle multiple foes to drop Agility.	This spirit has influence over seeds and is found in the Teppe ruins. In battle, Vine plants seeds that grow with amazing speed to hamper foes.	<input checked="" type="checkbox"/>
	Spout	Mercury	Belinsk Ruins (via library)	Strike to delude all foes with blinding mists.	This torrential spirit is met in Belinsk. The force of Spout's watery attack leaves behind a mist that obscures a foes' vision.	<input checked="" type="checkbox"/>



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Djinn	Name	Type	Location	Effect	Description	✓
	Gears	Venus	World Map—Far north of Border Town	Force foe to strike another.	This spirit of inevitability is found north of Border Town. Gears can force evil beings to turn on one another.	<input checked="" type="checkbox"/>
	Torrent	Mercury	Belinsk	Boost party Agility with a surge of energy.	This spirit represents powerful currents and is found in Belinsk. Torrent's tremendous energy is contagious and makes the whole party move faster.	<input checked="" type="checkbox"/>
	Sirocco	Jupiter	Border Town	Scour and delude a foe with a sandstorm.	This sandstorm spirit is first encountered in Border Town. Sirocco's swirling winds reduce enemy visibility to zero.	<input checked="" type="checkbox"/>
	Furrow	Venus	World Map—Small island east of Teppe Ruins' Morgal exit	Drain an enemy's HP.	Desire is the province of this spirit, whom you first meet at Belinsk. Furrow's attack takes vitality from foes by force.	<input checked="" type="checkbox"/>
	Coral	Mercury	Port Rago Canal	Restore party HP with the life-giving seas.	This spirit embodies the life-giving properties of the sea and is first met at Port Rago. Coral's aura restores life and health to the injured.	<input checked="" type="checkbox"/>
	Glare	Mars	Phantasmal Bog	Damage and delude a foe with heat glare.	This light spirit is first encountered at the Dream Tree. Glare emits light intense enough to blind and injure an enemy.	<input checked="" type="checkbox"/>
	Garland	Venus	Kolima Village	Refresh an ally and restore HP.	This tree spirit is found in Kolima Village. Garland has a pleasant fragrance that immediately refreshes and relieves fatigue.	<input checked="" type="checkbox"/>
	Wisp	Jupiter	Saha Cistern	Restore party PP with refreshing fragrances.	This spirit of lingering fragrances is first met in Saha Town. Wisp can refresh the mind and heart with invigorating aromas.	<input checked="" type="checkbox"/>
	Pewter	Venus	Kolima Forest	Attack with molten metal through defenses.	Laurel uses this spirit of emotion as her envoy, sometimes to her regret. Pewter's attack can penetrate strong defenses with molten metal.	<input checked="" type="checkbox"/>
	Teardrop	Mercury	Kolima Junction	Usually revive a downed ally with grieving.	This spirit embodies tears shed in grief and is encountered in Kolima Forest. Teardrop's own tears can bring people back from the brink of death.	<input checked="" type="checkbox"/>
	Puff	Jupiter	Talon Peak	Inflate an enemy to bursting.	This spirit of clouds is first encountered at Talon Peak. Puff fills enemies with cloudstuff until they burst.	<input checked="" type="checkbox"/>
	Chasm	Venus	Belinsk Ruins	Send damage the party takes to the void.	A spirit of the void, this Djinni is found deep in the Belinsk ruins. The vacuum within Chasm draws everything in.	<input checked="" type="checkbox"/>
	Pincer	Mercury	Belinsk	Pinch enemy to drop its Resistance.	This spirit represents peaceful sea life and is met in Belinsk. Pincer's attack erodes an enemy's ability to resist Psynergy.	<input checked="" type="checkbox"/>
	Reflux	Mars	World Map (joins with Eoleo)	Boost counterattack rate.	This spirit of burning pain joins the party with Eoleo. Reflux is essentially cowardly but lashes out with horns when approached.	<input checked="" type="checkbox"/>
	Wrath	Mars	World Map (joins with Eoleo)	Attack with force that may knock foe out.	This spirit of hot rage joins the party with Eoleo. Wrath's vicious attack may exhaust an enemy immediately.	<input checked="" type="checkbox"/>
	Chili	Mars	World Map (joins with Eoleo)	Stun and injure a foe with explosive force.	This spirit has influence over spicy heat and is a favorite of Eoleo's. Chili's power leaves a foe breathless and unable to move.	<input checked="" type="checkbox"/>
	Glow	Mars	World Map (joins with Eoleo)	Revive a downed ally with near certainty.	This spirit of fading light joins the party with Eoleo. Glow breathes on the remaining embers of life, rejuvenating knocked-out allies.	<input checked="" type="checkbox"/>
	Stoke	Mars	World Map (joins with Eoleo)	Boost party Attack with a call to victory.	This spirit causes fires to burn ever hotter and joins with Eoleo. Stoke's inspiring presence rallies friends to fight more fiercely.	<input checked="" type="checkbox"/>
	Spring	Mercury	Harun Village	Restore HP with healing springwater.	This hopeful spirit represents the water that bubbles from springs and is found in Harun Village. Spring's water is supernaturally refreshing.	<input checked="" type="checkbox"/>
	Chain	Venus	Warrior's Hill	Entangle a foe so each ally can attack.	This spirit represents earth's binding powers and is first met on Warrior's Hill. Chain's attacks hold a foe in place to help allies coordinate strikes.	<input checked="" type="checkbox"/>
	Sizzle	Mars	World Map—Northeast of Yamata, on south side of mountain	Damage and drop a foe's Defense with heat.	This spirit of blazing heat is first met at Nihan. Sizzle's attack sears foes, leaving them vulnerable to further attack.	<input checked="" type="checkbox"/>
	Kite	Jupiter	Yamata City	Allow an ally to take an extra action.	This spirit represents flight and is found in Yamata. From a high vantage point Kite gives the party valuable tactical advice, allowing for an extra action.	<input checked="" type="checkbox"/>
	Buckle	Venus	Yamata City (joins with Himi)	Boost party Defense with a protective shell.	This metallic spirit joins with Himi. Buckle's influence over metals can harden substances to many times their original strength.	<input checked="" type="checkbox"/>
	Clover	Venus	Yamata City (joins with Himi)	Restore allies' status to normal.	This fragrant spirit is met along with Himi. Clover's fresh scent seems to cleanse the soul and is quite calming.	<input checked="" type="checkbox"/>



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Djinn	Name	Type	Location	Effect	Description	✓
	Magnet	Venus	Yamata City (joins with Himi)	Stun a foe with sudden force.	This lodestone spirit joins the party with Himi. Magnet’s attacks paralyze with a powerful force.	<input checked="" type="checkbox"/>
	Geode	Venus	Yamata City (joins with Himi)	Attack with a clod of earth.	This spirit joins the party with Himi and was born form a mineral formation. Geode draws power from far underground to attack.	<input checked="" type="checkbox"/>
	Pepper	Mars	Yamata City (joins with Himi)	Attack and stun a foe with unbearable heat.	This spirit brings fiery influence to some foods and joins the party with Himi. Pepper can overwhelm an enemy’s senses, leaving the foe stunned.	<input checked="" type="checkbox"/>
	Swift	Jupiter	Yamata City (joins with Himi)	Use speed of the wind to strike first.	This spirit of speed joins the group with Himi. Swift is the fastest of all spirits and always strikes before an enemy can.	<input checked="" type="checkbox"/>
	Simoom	Jupiter	World Map—Tiny sandy isle to the south	Scourge foe with a poisonous wind.	This spirit of burning winds is first found at a small desert island. The violent winds Simoom creates are scorchingly hot and act like a toxin in the body.	<input checked="" type="checkbox"/>
	Ivy	Venus	Passaj Mountain Climb (Old Rag event)	Turn an enemy to stone.	This climbing-plant spirit is found in Passaj. With a single look into Ivy’s eyes, an enemy may be immediately petrified.	<input checked="" type="checkbox"/>
	Fugue	Mars	Champa Camp	Fatigue your foes to drop their PP.	This spirit represents the fiery passion of music and is found in Champa. Fugue’s infectious rhythm exhausts foes’ mental strength.	<input checked="" type="checkbox"/>
	Tinder	Mars	Tonfon	Revive a downed ally without fail.	This indomitable fire spirit is encountered in Tonfon. Tinder can restoke life’s fire with perfect reliability in an unconscious ally.	<input checked="" type="checkbox"/>
	Foam	Mercury	World Map—Forest southwest of Tonfon	Reduce a foe’s Agility with tidal disturbance.	This spirit of churning oceans is first met near Tonfon. Foam can create areas of tidal instability that slow enemies down.	<input checked="" type="checkbox"/>
	Lull	Jupiter	Otka Island	Negotiate a temporary cease-fire for a turn.	This musical spirit is found on an island in the Otka Sea. Lull’s song is comforting and causes combatants to have trouble continuing the battle.	<input checked="" type="checkbox"/>
	Rime	Mercury	Iceberg Outpost	Seal a foe’s Psynergy.	This spirit embodies crusted ice and is met on an island in the far north. By encasing an enemy’s mind in ice, Rime can seal that foe’s Psynergy.	<input checked="" type="checkbox"/>
	Hemlock	Venus	Yamata Ruins	Use ominous flora to doom all enemies.	This spirit is associated with death and is found at the ruins in Yamata. Hemlock’s grim power sentences the living to imminent death.	<input checked="" type="checkbox"/>
	Flare	Mars	Burning Island Cave	Restore party PP with a psychic flare-up.	This inspiring fire spirit is encountered at the volcanic island cave. Flare’s ecstatic light elevates and refreshes the mind.	<input checked="" type="checkbox"/>
	Shell	Mercury	Gaia Falls	Shield allies from damage with a hard shell.	This spirit of seashells is encountered at Gaia Falls. Shell’s hard skin protects allies against the most storm-tossed seas (and enemy attacks).	<input checked="" type="checkbox"/>
	Geyser	Mercury	Snowdrift Shrine	Blast an enemy with a waterspout.	This spirit represents water under pressure and is found near Imil. Geyser’s attack consists of a highly pressurized spray of water.	<input checked="" type="checkbox"/>
	Aurora	Mars	Apollo Sanctum Gate	Speed party Djinn recovery with Sol’s light.	This spirit of the sun’s warming touch is found at Apollo Sanctum. Aurora’s gentle influence heals other Djinn, speeding their recovery.	<input checked="" type="checkbox"/>

Summons

Though the heroes begin with the ability to cast many summons (four per element, to be exact), there are also many secret summons to find. These special summons inflict great damage and can wreak havoc on foes with debilitating status ailments!

Special Summons						
Name	Location	Base Dmg.	Description	Special Effect	Element	✓
Zagan	Carver’s Lumberyard	50	Earth’s might enflamed.	Reduces enemy Defense.	Earth	<input checked="" type="checkbox"/>
Megaera	Konpa Shrine	40	The goddess of vengeance.	Increases party Attack.	Fire	<input checked="" type="checkbox"/>
Flora	Passaj Mountain Climb	80	The wind rider, goddess of flowers.	Puts enemies to sleep.	Wind	<input checked="" type="checkbox"/>
Moloch	North Wall Shrine	100	The sacred ice monster.	Drops enemy Agility.	Water	<input checked="" type="checkbox"/>
Ulysses	Border Town Mine	160	A legendary wandering mage.	Paralyzes enemies.	Fire	<input checked="" type="checkbox"/>
Haures	Border Town (dream version)	270	A beast that sunders darkness.	Deadly poison.	Earth	<input checked="" type="checkbox"/>
Eclipse	Luna Tower	300	A dragon whose wings span the skies.	Reduces enemy Attack.	Wind	<input checked="" type="checkbox"/>
Crystallux	Belinsk Opera House	300	A dragon with a heart of brilliant crystal.	Reduces enemy elemental resistance.	Earth	<input checked="" type="checkbox"/>
Coatlcue	Harun Channel	N/A	A goddess bearing the water of life.	Recovers party HP each turn.	Wind	<input checked="" type="checkbox"/>
Catastrophe	Otka Island	400	The embodiment of destruction.	Reduces enemy PP.	Wind	<input checked="" type="checkbox"/>



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Special Summons						
Name	Location	Base Dmg.	Description	Special Effect	Element	✓
Daedalus	Burning Island Cave	100; 250	Master craftsman of ancient times.	Follow-up attack (occurs next turn; 250 damage).	Fire	<input checked="" type="checkbox"/>
Azul	Lost Ship	330	An awakened dragon from the deep.	Stuns enemies.	Water	<input checked="" type="checkbox"/>
Charon	Crossbone Isle	500	The boatman of the river Styx.	Chance of instant KO.	Earth	<input checked="" type="checkbox"/>
Iris	Crossbone Isle	800	Goddess of rainbows, guide of souls.	Fully heals and revives all party members, including reserves.	Fire	<input checked="" type="checkbox"/>



Starting Summons			
Name	Base Dmg.	Element	Description
Venus	30	Earth	The elemental power of earth.
Ramses	60	Earth	Guardian of an immortal pharaoh.
Cybele	120	Earth	The great mother of the earth.
Judgment	240	Earth	The might of the apocalypse.
Mercury	30	Water	The elemental power of water.
Nereid	60	Water	Princess of the sea spirits.
Neptune	120	Water	An incarnation of the sea king.
Boreas	240	Water	The god of the north wind.

Starting Summons			
Name	Base Dmg.	Element	Description
Mars	30	Fire	The elemental power of fire.
Kirin	60	Fire	A mystical beast cloaked in flame.
Tiamat	120	Fire	The queen of all dragons.
Meteor	240	Fire	A meteor from deep space.
Jupiter	30	Wind	The elemental power of wind.
Atalanta	60	Wind	The heavenly huntress.
Procne	120	Wind	A goddess in bird form.
Thor	240	Wind	The mighty god of thunder.

Sun Sagas

Five tomes of epic legend have been scattered across Weyard. Search the bookshelves of the towns listed in the following table to find all five Sun Sagas and complete the tale of the heroic Warriors of Vale!

Sun Sagas			
Sun Saga	Name	Location	✓
	Sun Saga 1	Lookout Cabin	<input checked="" type="checkbox"/>
	Sun Saga 2	Patcher's Place	<input checked="" type="checkbox"/>
	Sun Saga 3	Passaj	<input checked="" type="checkbox"/>

Sun Sagas			
Sun Saga	Name	Location	✓
	Sun Saga 4	Belinsk	<input checked="" type="checkbox"/>
	Sun Saga 5	Kolima Village	<input checked="" type="checkbox"/>

Encyclopedia Entries

Our heroes can fill their encyclopedia with a whopping 179 entries over the course their journey. Many of these entries can also be updated as the adventure goes on. Speak to everyone you see and inspect every bookshelf to acquire these optional reads!

*Tip*

After the eclipse occurs, Sveta can read the thoughts of those living and dead with her Spirit Sense Psynergy—use this to acquire even more entries!

*Note*

The following table lists the earliest times you're able to acquire each entry and their updates, but you may still find Encyclopedia entries later in the adventure, even if you missed your first chance.

Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Matthew	Lookout Cabin	During intro dialogue.	This young man is a promising Earth Adept, just like his father was when he started his adventures 30 years ago. And just like Isaac, who led the famous Warriors of Vale, Matthew is a person of few words but strong convictions.	<input checked="" type="checkbox"/>
Mount Aleph	Lookout Cabin	During intro dialogue.	This mountain, home to Sol Sanctum, was mostly destroyed when the Golden Sun burst into existence above it. The mountain once stood over the town of Vale, which was obliterated by that cataclysmic event 30 years ago.	<input checked="" type="checkbox"/>
Golden Sun	Lookout Cabin	During intro dialogue.	This radiant sphere rose over Mount Aleph 30 years ago, releasing its elemental energy throughout the world. Though the Golden Sun brought the dying world of Weyard back to life, the magnitude of its power caused many catastrophes.	<input checked="" type="checkbox"/>
Alchemy	Lookout Cabin	During intro dialogue.	The force of the four elemental powers and the study of how they combine to create reality is known as Alchemy. The ancients sealed away the force of Alchemy, and the Warriors of Vale went on their Golden Sun quest to restore Alchemy.	<input checked="" type="checkbox"/>
Angara	Lookout Cabin	During intro dialogue.	This continent is in upper Weyard. It is divided by long mountain ranges that make travel between its regions difficult. The northern side of Angara is cold, while the southern part is very dry. Mount Aleph and the Goma Plateau are in the west.	<input checked="" type="checkbox"/>



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Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Weyard	Lookout Cabin	During intro dialogue.	The world of Weyard is a flat, disklike planet composed of four elements: earth, wind, fire, and water. The elemental forces of Alchemy, once sealed away, have returned to Weyard, bringing new life—but also destruction.	☑
Sol Sanctum	Lookout Cabin	During intro dialogue.	This ancient temple hidden in Mount Aleph was said to be the birthplace of Alchemy and the repository for the Elemental Stars. After the stars were used to start the Elemental Lighthouses, creating the Golden Sun, the resulting havoc ruined the temple.	☑
Wise One	Lookout Cabin	During intro dialogue.	This absolute being looks like a floating boulder with one central eye. He watches over Weyard and holds unimaginable power. The Wise One is now known to be what the ancients called a Philosopher’s Stone, a creature they forged through Alchemy.	☑
Isaac	Lookout Cabin	During intro dialogue.	This Earth Adept left his hometown of Vale over 30 years ago—and returned to find it destroyed by the Golden Sun. He lives in a cabin that looks upon distant Mount Aleph, where he trains his son, Matthew, in the use of Psynergy.	☑
Garet	Lookout Cabin	During intro dialogue.	This old friend of Isaac’s fought alongside him as a Warrior of Vale in the events leading to the rise of the Golden Sun. He is Tyrell’s father and a Fire Adept just like his son. He lives near Mount Aleph, helping Isaac monitor the area.	☑
Psynergy Vortex	Lookout Cabin	During intro dialogue.	These are distortions in space that suck the elemental energy out of the world—and from Adepts. They’re thought to be an aftereffect caused by the Golden Sun.	☑
Mourning Moon	Lookout Cabin	During intro dialogue.	This immense Psynergy Vortex once unleashed unimaginable destruction in the center of Angara. The misery it caused was so widespread, it became known as the Mourning Moon.	☑
Ivan	Lookout Cabin	During intro dialogue.	This Warrior of Vale traveled with Isaac during their quest 30 years ago. He now lives in the nearby land of Kalay. He and his daughter, Karis, are Wind Adepts, descendants of the Anemos, an old civilization thought long gone.	☑
Soarwing	Lookout Cabin	During intro dialogue.	This remarkable invention allows its wearer to glide upon the winds. Soarwings are hard to make and so are quite rare.	☑
Vale	Lookout Cabin	During intro dialogue.	This village lay at the foot of Mount Aleph until the Golden Sun event, when Aleph exploded, devastating the area. The people of Vale have settled elsewhere, with most making their home around the new Goma Plateau and the Goma Mountains.	☑
Karis	Lookout Cabin	During intro dialogue.	This young Wind Adept has long known Matthew and Tyrell, often visiting them at their Goma Plateau cabin. Her father, Ivan, was a Warrior of Vale. She has inherited her father’s indomitable spirit and powers of observation	☑
Tyrell	Lookout Cabin	During intro dialogue.	This young man is a Fire Adept, following in the footsteps of his father, Garet. He has a reputation for being a troublemaker, but Matthew is still proud to call him his best friend.	☑
Psynergy	Lookout Cabin	During intro dialogue.	Controlling the elements with the mind is known as using Psynergy. Those who use Psynergy are called Adepts—masters over earth, wind, fire, and water. Many effects are possible through the use of Psynergy.	☑
Adepts	Lookout Cabin	During intro dialogue.	Those who can use Psynergy are known as Adepts. Adepts are the rare descendants of an ancient culture that has long since passed. Wind Adepts are especially rare.	☑
Move Psynergy	Lookout Cabin	Bookcase	This earth-based Psynergy allows the user to move objects along the ground. Objects far too heavy for human hands can be moved with little effort.	☑
Growth Psynergy	Lookout Cabin	Bookcase	This earth-based Psynergy causes plants to grow rapidly, sometimes creating climbable vines to new locations.	☑
Elemental Star	Lookout Cabin	Gained automatically after obtaining Sun Saga 1 from the bookshelf.	These four crystals, the keys to starting the Elemental Lighthouses, were once sealed up in Sol Sanctum by the ancients. Thirty years ago, the crystals were taken from the sanctum and used in the quest to cause the Golden Sun event.	☑
Psynergy Stone	Goma Plateau	During dialogue.	This is a Psynergy-rich mineral that forms over many years as elemental power slowly crystallizes. Adepts can regain Psynergy Points by touching a stone, which then shatters.	☑
Tanglewood	Goma Plateau	During dialogue.	This forest is said to transform at night, changing into a wood that ensnares those brave—or foolish—enough to enter it after dark.	☑
Djinni	Tanglewood	During dialogue.	A Djinni is a creature of pure elemental energy. Adepts use Djinn to enhance their own powers and summon spirits. Djinn fall into four elemental categories: Mars (fire), Mercury (water), Venus (earth), and Jupiter (wind).	☑
Felix	Tanglewood	During dialogue.	Another one of Vale’s Earth adepts led a second party that joined up with Isaac’s group in the days before the Golden Sun. Felix’s sister, Jenna, and the scholar Kraden were others from Vale in his party. He left his homeland—and has not been seen since.	☑
Warriors of Vale	Tanglewood	During dialogue.	This group of Adepts saved the world by unsealing the force of Alchemy and causing the Golden Sun 30 years ago. But because that event also brought mass destruction, the Warriors of Vale are widely seen as a controversial group.	☑
Fireball Psynergy	Tanglewood	During dialogue.	This fire-based Psynergy focuses heat energy into a ball of flame that the user can throw to incinerate a target.	☑
Elemental Lighthouse	Abandoned Mine	During dialogue.	There are four of these towers that sent their four beams of elemental energy over Mount Aleph to create the Golden Sun. This released the force of Alchemy, which had been sealed away by the ancients, back into the world of Weyard.	☑
Kraden	Abandoned Mine	During dialogue.	This old scholar is one of Weyard’s foremost authorities on Alchemy, Psynergy, and ancient cultures. He traveled with the Warriors of Vale, and he now conducts his research with two young apprentices.	☑
Mountain Roc	Abandoned Mine	During dialogue.	These gigantic birds are so rarely seen that they’re beyond legendary. A single feather can provide enough material to help craft a soarwing.	☑
Morgal	Abandoned Mine	During dialogue.	This country occupies the northeastern part of Angara, with the capital city of Belinsk at the center. Morgal is home to many wonders, from the tree village of Kolima to the ancient dock facilities of Port Rago.	☑
Bilibin	Lookout Cabin	During dialogue.	Once a small town, Bilibin has grown since the time of the Golden Sun to the point that it’s now a country. While supposedly governed by the McCoy men, it’s rumored that the queen actually is ruling the realm.	☑
Border Town	Lookout Cabin	During dialogue.	This town is the major crossing point between Morgal and Bilibin.	☑
Carver’s Camp	Lookout Cabin	During dialogue.	This lumberjack camp stands at one end of a valley that leads through the Goma Mountains to Bilibin and the rest of the continent beyond.	☑



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Appendix

- Djinn
- Summons
- Sun Sagas
- Encyclopedia Entries

Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Patcher’s Place	Goma Plateau	During dialogue.	This general store serves up just about everything refugees from Vale might need to survive. A small settlement is huddled around the store.	✓
Patcher	Goma Plateau	During dialogue.	This Vale refugee has built a large general store and inn for fellow survivors of the Golden Sun. Though not exactly a mayor, Patcher is the closest thing to a leader this outpost has.	✓
Goma Mountains	Goma Plateau	Go back and speak with Gareth after completing the intro.	This range divides the Vale refugees from the rest of Angara. Isaac’s cabin is on a plateau that is part of the new highlands raised up by the Golden Sun.	✓
Tyrell (updated)	Patcher’s Place	During dialogue.	This young man is a Fire Adept, following in the footsteps of his father, Gareth. He has lived up to his reputation for being a troublemaker by crashing the soarwing—the event which has propelled the heroes into action.	✓
Patcher (updated)	Patcher’s Place	Dialogue with villager.	This Vale refugee has built a large general store and inn to support fellow survivors of the Golden Sun aftermath. This unofficial leader of this area welcomes all who visit, except Tyrell, who once nearly burned down his place.	✓
Lord McCoy	Patcher’s Place	Dialogue with villager.	The ruler of Bilibin got his start as the mayor of a small town. Over the years, it has grown into a full-fledged kingdom. While Lord McCoy is the ruler of his domain, there are widespread rumors that his wife plans to put her son on the throne.	✓
Konpa Ruins	Patcher’s Place	Dialogue with villager.	These ruins are thought to have been a major center where ancient Adepts could share ideas with visitors. Little else is known about this mysterious location, which only came to light after the Golden Sun.	✓
Mercury Lighthouse	Psynergy Training Grounds	Signpost	This lighthouse provides the water energy that combines with the other three elements to power the force of Alchemy. This tower is in the Imil region of Angara and was one of the four that were lit to bring about the Golden Sun.	✓
Tret	Psynergy Training Grounds	Signpost	This is an old friend of Isaac’s who lives in Kolima Forest. Apparently he has useful information about Mountain Rocs.	✓
Kolima Forest	Psynergy Training Grounds	Signpost	This mysterious forest is in northeastern Angara. Isaac’s old friend, Tret, can be found somewhere among its trees.	✓
Venus Lighthouse	Psynergy Training Grounds	Dialogue with villager.	This lighthouse provides the earth energy that combines with the other three elements to power the force of Alchemy. This tower is in Gondowan and was one of the four that were lit to bring about the Golden Sun.	✓
Gondowan	Psynergy Training Grounds	Signpost	This vast continent is south of Angara. The Warriors of Vale famously traveled to Gondowan to light the Venus Lighthouse. This continent, once joined by land to Angara, has since split away due to the seismic effects of the Golden Sun.	✓
Kraken	Psynergy Training Grounds	Signpost	This giant squid plagued the Karagol Sea, capsizing all ships that fell into its grip. While sailing across the Karagol, the Warriors of Vale slew the vicious squid.	✓
Karagol Sea	Psynergy Training Grounds	Signpost	This vast inland sea once was a vital crossing between Angara and Gondowan. After the two continents were split from each other by the Golden Sun, the Karagol Sea became joined to the ocean.	✓
Jupiter Lighthouse	Psynergy Training Grounds	Dialogue with villager.	This lighthouse provides the wind energy that combines with the other three elements to power the force of Alchemy. This tower is now in western Gondowan’s Atteka region and was one of the four that were lit to bring about the Golden Sun.	✓
Indra	Psynergy Training Grounds	Signpost	This continent was where the Warriors of Vale found the ship that allowed them to sail around the world. Indra was once east of Gondowan, but the seismic effects of the Golden Sun have pushed it far from that continent.	✓
Osenia	Psynergy Training Grounds	Signpost	This large continent is far to the south, across the ocean from Angara. The Warriors of Vale crossed its desert expanse and scaled its immense Air’s Rock plateau using wind-based Psynergy.	✓
Piers	Psynergy Training Grounds	Signpost	This Water Adept from the remote civilization of Lemuria joined Felix’s party in his quest to ignite the lighthouses. He now sails the world in his ancient ship, investigating mysterious phenomena.	✓
Lemuria	Psynergy Training Grounds	Signpost	This legendary island city is home to an advanced civilization isolated from the world by surrounding and ever-present mists. Time passes slowly for its citizens, who sometimes travel the world in powerful ships of distinctive design.	✓
Poseidon	Psynergy Training Grounds	Signpost	This sea god stood in the way of all those who tried to sail past him. The Warriors of Vale had to acquire the Trident of Ankohl in order to breach Poseidon’s invulnerability.	✓
Gabomba Statue	Psynergy Training Grounds	Signpost	This huge statue was revered by a village in central Gondowan. The statue was the entrance to a vast clockwork labyrinth that was powered by Psynergy.	✓
Mars Lighthouse	Psynergy Training Grounds	Signpost	This lighthouse provides the fire energy that combines with the other three elements to power the force of Alchemy. This tower is now in the lands north of Angara and was one of the four that were lit to bring about the Golden Sun.	✓
Anemos	Psynergy Training Grounds	Signpost	This tribe of Wind Adepts is said to have raised its ancient city into the sky, where its underside is still visible as the moon. All modern Wind Adepts are thought to be descended from the Anemos.	✓
Carver	Carver’s Lumberyard	Signpost	This leader of the lumberjack camp is known as Carver, though as an old Vale refugee, it’s unknown whether he’s always been called that—or just loves his job. He never shies away from a task at hand, which sometimes worries his men.	✓
Grip Psynergy	Carver’s Camp	During dialogue.	This earth-based Psynergy can grasp faraway objects and bring them close. It can also carry the user across some gaps.	✓
Grip Crystal	Konpa Ruins	Gained automatically after obtaining the Grip Crystal.	This Jenei artifact was hidden in the Konpa ruins. It must be equipped to gain Grip Psynergy.	✓
Nowell	Konpa Cave	During dialogue.	This young woman is one of Kraden’s two highly promising Alchemy students, along with her brother, Rief. She has immense respect for her mentor and spends most of her time studying ancient ruins and artifacts with him.	✓
Belinsk	Konpa Cave	During dialogue.	This fortress city is the capital of Morgal, the country of beastmen. It is a bastion of both military might and cultural sophistication.	✓
Rief	Konpa Cave	During dialogue.	This Water Adept has traveled the world with his teacher, Kraden, studying Alchemy and other traces of the ancient world. Rief is the son of Mia, a Water Adept who traveled with the Warriors of Vale.	✓



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Djinn

Summons

Sun Sagas

Encyclopedia Entries

Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Glyph Book	Konpa Cave	During dialogue.	This tome is a primer to the lost language of the ancients. It was kept safe in Konpa so that future generations could learn its legacy.	✓
Harapa	Konpa Cave	During dialogue.	This former ruin has been rejuvenated into a thriving city since the Golden Sun event. Elemental energy now flows throughout Harapa.	✓
Blados	Konpa Cave	During dialogue.	This master swordsman is commander to a mysterious group of soldiers.	✓
Khiren Mountains	Konpa Cave	During dialogue.	This massive mountain range separates Ei-Jei in the south of Angara from Morgal in the north. Its tall, snowcapped ridge seems to go on forever, and the Khiren Glacier is nestled among its highest peaks.	✓
Ei-Jei	Konpa Cave	During dialogue.	This is a general term for the region in the southeast part of Angara that includes Ayuthay, Kaocho, Sana, and Champa. It is generally a sophisticated and prosperous area.	✓
Douse Psynergy	Konpa Ruins	Gained automatically after Rief joins the party.	This water-based Psynergy conjures a small storm cloud that can extinguish fires and fill small cavities with water.	✓
Passaj	Harapa	Dialogue with villager.	This mountain town is home to craftsmen. Though atop a remote peak, Passaj is said to have gotten its named because it is, or was, a passage of some sort.	✓
Kaocho	Harapa	Dialogue with villager.	This powerful nation was founded by King Wo, who wages war against Passaj and Ayuthay from Kaocho's rich palace.	✓
Ayuthay	Harapa	Dialogue with villager.	This country is well known for its beautiful stonework. Its towers, walls, and courtyards are the envy of all Ei-Jei.	✓
Nhamu	Harapa	Dialogue with villager.	This fortune-teller peers into the distant future by gazing into her crystal ball. She and her partner, Nhemo, provide their psychic talents in the city of Harapa.	✓
Nhemo	Harapa	Dialogue with villager.	This fortune-teller probes the near future by looking into the calm waters in her golden bowl. She and her sister, Nhamu, provide their psychic talents in the city of Harapa.	✓
King Wo	Ayuthay	Dialogue with guard.	The military-minded ruler founded the new country of Kaocho in the name of his home empire, Sana. He spends his days plotting how to take over more of Ei-Jei and has mysteriously built his palace upon ancient ruins.	✓
Sana	Kaocho	Bookcase.	This country makes up the eastern part of the Ei-Jei region. It used to be a fearsome and aggressive colonial power.	✓
Emperor Ko	Kaocho	Bookcase.	This warmongering tyrant was once emperor of Sana and known as the Dread Emperor for his aggressive expansionism. On his death, a civil war in Sana eventually crowned Unan as the new emperor, bringing much-needed peace to the region.	✓
Sanan People	Kaocho	Bookcase.	The Sanan people have spread from their homeland, Sana, throughout much of Angara—including Kaocho and Morgal. Their original country has been both an aggressor and a peacekeeper throughout the history of Angara.	✓
Endless Wall	Kaocho	Bookcase.	This massive, ancient edifice divides Ei-Jei and Morgal. Its origin and purpose are largely unknown.	✓
Ku-Tsung	Kaocho	Bookcase.	This older of the two Kaocho generals is renowned for his combat skills. He is a master of the Dragon Spark attack. Ku-Tsung is fairly reasonable, unlike his cogeneral and brother, Ku-Embra.	✓
Ku-Embra	Kaocho	Bookcase.	This younger of the two Kaocho generals is celebrated for his swordsmanship. He is a master of the Zealous Fury attack. Ku-Embra is brash and temperamental, unlike his cogeneral and brother, Ku-Tsung.	✓
Emperor Unan	Kaocho	Bookcase.	This wise and educated monarch rules Sana from the capital of Tonfon. He succeeded the warlike Emperor Ko after a bloody civil war, uniting and bringing peace to his war-torn country.	✓
Jenei	Kaocho	Bookcase.	In ancient times, those who could use Psynergy were known as the Jenei. With their powers and their understanding of Alchemy, the Jenei created a great civilization, which all faded when Alchemy proved too dangerous for the ancient world.	✓
Chalis	Kaocho Palace	During dialogue with King Wo.	This woman brims with a beauty that's rarely seen among the people of Angara. Chalis has become a trusted advisor in King Wo's court, though it seems that her strange wealth of information is what has caught the Kaocho ruler's attention.	✓
Kan-Shuku	Kaocho Palace	During dialogue with King Wo.	This cabinet minister in King Wo's court oversees Kaocho's military efforts in Passaj and Ayuthay. Kan-Shuku has grown frustrated by the failures of his troops, and he fears King Wo's growing displeasure.	✓
Ouroboros	Kaocho Palace	During dialogue with King Wo.	This legendary labyrinth is said to be quite serpentine, ensnaring those who dare to enter its twists and turns.	✓
Meisa	Kaocho Palace	During dialogue with King Wo.	This woman is the assistant to King Wo's advisor, Kan-Shuku. In practice, however, Meisa is the one who keeps King Wo's court on course. Her shrewd insights have earned her a permanent place next to his throne.	✓
Kaocho (updated)	Kaocho	Dialogue with villager (after speaking with King Wo).	This powerful nation was founded by King Wo, who covets the treasures of the Ei-Jei region and wages war against Passaj and Ayuthay.	✓
Zol	Passaj Mountain Climb	Dialogue with worker.	This unique mineral, also called "floating stone," floats in the air when touched by the wind.	✓
Sheba	Passaj	During dialogue with Rief.	This Warrior of Vale helped Felix and his compatriots trigger the Golden Sun. She is a brave ally and a skilled Wind Adept. While her actual origins are still unknown, some say she is a child of the gods, since she literally fell out of the sky as a baby.	✓
Soarwing (updated)	Passaj	During dialogue atop village.	The feather of a Mountain Roc is what gives this invention its gliding power. If trained, Adepts can use a soarwing to fly with high precision.	✓
Craggy Peak	Passaj	During dialogue atop village.	This mountain was once home to the Neox. Their ancient but highly advanced civilization created many remarkable devices.	✓
Neox	Passaj	During dialogue atop village.	The Jenei ruled all civilization with their powers. Those who lived in what is now called Craggy Peak were called the Neox. The Neox worked with the Exathi to create the Alchemy Machines. But when Alchemy vanished from the world, so did the Neox.	✓
Alchemy Forge	Passaj	During dialogue atop village.	This ancient machine was built by the Neox and is powered by the element of fire. It is thought to create wondrous things.	✓
Exathi	Passaj	Dialogue with villager.	This ancient people gained the respect of the world—and even the Jenei—with their great crafts-manship. Though the Exathi had no Psynergy, their skill made them partners with the Jenei in creating things that used elemental power.	✓
Fori	Passaj	Dialogue with villager.	In ancient days, the Fori were those who had neither Psynergy of the Jenei nor the craftsmanship of the Exathi. The word itself—Fori—even seems to be an ancient insult that meant "simple people."	✓



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Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Bogho	Passaj	Dialogue with villager.	This elder of Passaj, like all descendants of the ancient Exathi, is a blacksmith of great craftsmanship. He is stubborn and short-tempered but devoted to protecting his people, especially against incursions from Kaocho.	✓
Sol Mask	Alchemy Forge	During dialogue.	This ancient relic is said to be related to the Alchemy Forge in some way.	✓
Paithos	Alchemy Forge	During dialogue.	The ruler of Ayuthay is known as King Paithos. He has presided over a new era of prosperity brought by the restarting of Ayuthay's Alchemy Well.	✓
Alchemy Well	Alchemy Forge	During dialogue.	This ancient machine was built by the Neox to produce water in vast quantities.	✓
Ouroboros (updated)	Passaj	During dialogue with elders.	This labyrinth below the new Kaocho Palace was built by the ancient ancestors of those living in Ayuthay. It is said to hold an important mask that is a critical piece of ancient machinery.	✓
Baghi	Passaj	During dialogue with elders.	This young man helps his grandfather, Bogho, look after Passaj. He lost his parents at an early age and has since devoted himself to serving the people of Passaj.	✓
Amiti	Passaj	During dialogue with elders.	This nephew to King Paithos is the prince of Ayuthay. He is also a good friend to Baghi from Passaj.	✓
Tree Flute	Ayuthay	During dialogue with Amiti.	This flute is said to be made from ancient trees that once grew near Ayuthay Castle. Its craftsmanship is undeniably old.	✓
Veriti	Ayuthay	During dialogue with King Paithos.	This Ayuthay was Amiti's mother, who passed away not long after her child was born. She was also the sister of King Paithos.	✓
Luna Mask	Ayuthay	During dialogue with King Paithos.	This ancient artifact puts the Alchemy Well into operation. It is a silvery, shining mask crafted by the ancient people of Passaj.	✓
Insight Glass	Ayuthay	During dialogue with King Paithos.	This ancient Jenei artifact is Ayuthay's most treasured possession.	✓
Barai Pond	Ayuthay	During dialogue with King Paithos.	This man-made pool was built by the Ayuthay. It serves as a reservoir for runoff water from the Alchemy Well. At the bottom is an underwater temple containing untold treasures.	✓
Paithos (updated)	Ayuthay	Dialogue with King Paithos's servants.	The ruler of Ayuthay has presided over a new era of prosperity brought by the restarting of Ayuthay's Alchemy Well. He has sheltered his people from attack by ordering everyone into the underground part of his city. He is Amiti's uncle.	✓
Ayuthay (updated)	Ayuthay	Dialogue with King Paithos's servants.	This is the country of master stoneworkers—descendents of the Exathi. The waters from its Alchemy Well have restored its fortunes.	✓
Veriti (updated)	Ayuthay	Dialogue with King Paithos's servants.	This Ayuthay has long been heralded as an Adept who worked miracles. King Paithos is one of few who know the truth: a mystery man whom she was in love with was truly this Adept. She died not long after giving birth to his child, Amiti.	✓
Elements	Alchemy Well	During dialogue.	The elements of earth, wind, water, and fire are the building blocks of matter, and also promote the growth of all things. When the Elemental Lighthouses were lit, elemental power surged back into the world, making the use of Alchemy possible again.	✓
Sand Prince	Alchemy Well	During dialogue.	This legendary man, whose powers are based in fire, has been sealed in the Sand Prince Stone since the era of the ancients. He has waited below Ayuthay for someone worthy enough to claim the gemstone, for it holds a great power.	✓
Arid Heat Psynergy	Alchemy Well	Gained automatically after defeating the Sand Prince.	This fire-based Psynergy can evaporate a water source in the blink of an eye.	✓
Insight Psynergy	Barai Temple	During dialogue with ward.	This water-based Psynergy allows the user to view the true solution required, among other deeper views.	✓
Whirlwind Psynergy	Barai Temple	During dialogue with party.	This wind-based Psynergy summons a small tornado. Light objects may be blown away by the wind. The whirlwind also pushes the user back slightly.	✓
Insight Glass (updated)	Barai Temple	During dialogue with party.	This Jenei artifact is Ayuthay's most treasured possession. It has a consciousness and chose Amiti as its master.	✓
Alchemy Well (updated)	Ayuthay	During dialogue (after clearing Barai Temple).	This ancient machine was built by the Neox to create water in vast quantities. The machine can be put in reverse with the Arid Heat Psynergy from the Sand Prince Stone.	✓
Amiti (updated)	Ayuthay	Dialogue with villager (after clearing Barai Temple).	This prince of Ayuthay long thought he was a miracle born purely of his mother's powers. King Paithos has revealed the truth. His mother had no powers, and Amiti has inherited his Water Adept abilities from a strong Adept whose identity is a mystery.	✓
Lord Kuan	Kaocho	Dialogue with villager (after obtaining Insight Glass).	This Sanan royal was killed during the battle in which Morgal won its independence.	✓
Sol Mask (updated)	Alchemy Forge	During dialogue (after obtaining the Sol Mask).	This ancient relic is required for operating the Alchemy Forge. This golden mask was crafted by the ancient Exathi of Passaj.	✓
Baghi (updated)	Alchemy Forge	During dialogue (after obtaining the Sol Mask).	This young man helps his grandfather, Bogho, look after Passaj. He lost his parents at an early age and has since devoted himself to serving his people, which has won him the friendship of Ayuthay's Amiti.	✓
Passaj (updated)	Alchemy Forge	During dialogue (after obtaining the Sol Mask).	The Exathi descendants in this town mine the floating ore, zol. Passaj is said to have gotten its name because it is, or was, a mountain passage of some sort.	✓
Ei-Jei (updated)	Alchemy Forge	During dialogue (after obtaining the Sol Mask).	This is a general term for the region in the southeast part of Angara that includes Ayuthay, Kaocho, Sana, and Champa. It is generally a sophisticated and prosperous area. This prosperity can be traced to several Alchemy Machines.	✓
Sand Prince Stone	Passaj	During dialogue atop village (after placing Sol Mask).	This gem was created by the ancient Neox. It is the key to gaining the power to put the Alchemy Well in reverse.	✓
Ice Queen Stone	Passaj	During dialogue atop village (after placing Sol Mask).	This gem was created by the ancient Neox.	✓
Zol (updated)	Passaj	During dialogue with elders (after placing Sol Mask).	This unique mineral, also called "floating stone," floats in the air when touched by the wind. It can also be melted down to create a floating gas.	✓
Ice Queen	Harapa Ruins	During pre-fight dialogue.	This cruel woman was once imprisoned in a gemstone, luring men who were foolish enough to be attracted by her beauty. Her freezing powers helped revive the Harapa area from near ruin.	✓
Cold Snap Psynergy	Harapa Ruins	Gained automatically after defeating the Ice Queen.	This water-based Psynergy produces an arctic chill. By focusing its power on a specific point, the user can turn a water source into a pillar of ice.	✓



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Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Ice Queen Stone (updated)	Passaj	Dialogue with elders (after obtaining the Ice Queen stone).	This gem was created by the ancient Neox. It is the key to gaining the power to put the Alchemy Forge in reverse.	<input checked="" type="checkbox"/>
Alchemy Forge (updated)	Passaj	Dialogue with villager (after obtaining the Ice Queen stone).	This ancient machine was built by the Neox and is powered by the element of fire. The machine can be put in reverse with the Cold Snap Psynergy from the Ice Queen Stone.	<input checked="" type="checkbox"/>
Te Rya	Te Rya Village	Dialogue with villager.	This nomadic tent village is located in the snowy Khiren Mountains. Its people survive by staying mobile and following their flocks of sheep and goats.	<input checked="" type="checkbox"/>
Teppe Ruins	Te Rya Village	Dialogue with villager.	This ancient home of the Jenei Adepts was built into the northern face of the Khiren Mountains. Time has not been kind to the Teppe ruins, and the Golden Sun event damaged them further. They crumble a little more each day.	<input checked="" type="checkbox"/>
Hou Ju	Te Rya Village	Dialogue with villager.	This young girl is much beloved by the villagers of Te Rya and especially Ryu Kou.	<input checked="" type="checkbox"/>
Hou Zan	Te Rya Village	Dialogue with Hou Zan.	This elderly man is Ryu Kou’s tutor, mentor, and friend. His calm, rational manner balances his pupil’s fiery nature.	<input checked="" type="checkbox"/>
Ryu Kou	Te Rya Village	Dialogue with Hou Zan.	This hotheaded Sanan youth has taken up residence in Te Rya village after apparently being on the run.	<input checked="" type="checkbox"/>
Beastmen	Te Rya Village	Dialogue with villager.	This is the term applied to the people and animals that were transformed into hybrid forms by the Golden Sun. Besides their altered appearance, some beastmen are said to possess strange powers that humans cannot gain.	<input checked="" type="checkbox"/>
Sveta	Teppe Ruins	During dialogue with Sveta.	This beastman Adept has enhanced senses and can read others’ minds and render scents visible.	<input checked="" type="checkbox"/>
Mind Read Psynergy	Teppe Ruins	During dialogue with Sveta.	This wind-based Psynergy allows the user to listen to the thoughts and strong emotions of people and animals. Only very specialized Wind Adepts such as Ivan and Sheba can master this esoteric technique.	<input checked="" type="checkbox"/>
Slap Psynergy	Teppe Ruins	During dialogue with Sveta (after returning lost bag to Te Rya Village).	This wind-based Psynergy conjures a blast of air with unusual properties. It’s good for knocking things around or waking up sleeping people.	<input checked="" type="checkbox"/>
Track Psynergy	Teppe Ruins	During dialogue with Sveta (after returning lost bag to Te Rya Village).	This Psynergy heightens a user’s sense of smell, making it possible to detect faint odors and track them back to their source.	<input checked="" type="checkbox"/>
Arangoa Prelude	Teppe Ruins	During dialogue with Sveta (after returning lost bag to Te Rya Village).	This ancient musical incantation has no sheet music—each of the six parts is given by a master musician to one apprentice. While it is extremely difficult to play, properly performed, the piece is said to cause miracles.	<input checked="" type="checkbox"/>
Border Town (updated)	World Map - Near Belinsk	Signpost	This town is essentially two towns: one in Bilibin and one in Morgal. As the nations involved became more hostile, the town is increasingly divided.	<input checked="" type="checkbox"/>
Port Rago	World Map - Near Belinsk	Signpost	This harbor is home to proud shipwrights in the ancient Exathi tradition. The docks there are a beautiful heirloom of the town’s distant past.	<input checked="" type="checkbox"/>
Kolima Village	World Map - Near Belinsk	Signpost	This town is essentially built into the four great trees that comprise it. Its troubled history leads neighboring folk to think of it as cursed.	<input checked="" type="checkbox"/>
Saha	World Map - Near Belinsk	Signpost	This town rests on the former marshland made habitable by Kolima Village’s migration. It is a popular stop for people wanting to buy dream leaves.	<input checked="" type="checkbox"/>
Volechek	Belinsk	Dialogue with villager.	This leader of beastmen is the king of Morgal. He was crowned after leading the successful uprising against Sanan colonists.	<input checked="" type="checkbox"/>
Eoleo	Belinsk	Dialogue with villager.	This young pirate has succeeded his father, Briggs, as the scourge of the Eastern Sea. He has been captured by Morgal forces and is being held in Belinsk.	<input checked="" type="checkbox"/>
Champa	Belinsk	Dialogue with villager.	This seafaring nation has a long tradition of piracy. Despite their reputation as seagoing thugs, the Champa people have a strong national pride.	<input checked="" type="checkbox"/>
Briggs	Belinsk	Dialogue with villager.	This grizzled sailor is the de facto ruler of the notorious Champa pirates and father of Eoleo. Despite his brash demeanor, he has a sentimental side, as seen in his attachment to his old and worn-out ship.	<input checked="" type="checkbox"/>
Vande	Belinsk	During dialogue with musicians (while leaving town).	This musician is a member of Belinsk’s popular minstrel troupe. He has visited many lands in search of musical inspiration.	<input checked="" type="checkbox"/>
Otka Sea	Port Rago	Dialogue with villager.	This eastern sea lies between Port Rago and Yamata City. It is quite dangerous, with rough waters and deadly monsters. The only ships that consistently survive crossing it are those made in Port Rago.	<input checked="" type="checkbox"/>
Jenna	Port Rago Docks	During dialogue with Briggs.	This Fire Adept was a Warrior of Vale who fought at Felix’s side. She currently resides in Kalay, along with other Vale survivors. While her son Matthew’s powers are inherited from his father, he did get her bright and determined spirit.	<input checked="" type="checkbox"/>
Imil	Saha Town	Bookcase.	This snowy northern land is home to the Mercury Lighthouse and its protectors, the Mercury Clan. Hermes’ Water flows naturally from the local springs, a product of the lighthouse’s elemental influence.	<input checked="" type="checkbox"/>
Dream Leaf	Saha Town	Dialogue with villager.	These leaves grant pleasant dreams to those who eat them. They grow from a rare tree in Kolima, and people travel far to buy them.	<input checked="" type="checkbox"/>
Dream Tree	Kolima Village	Dialogue with villager.	This is the source of the dream leaves that grant pleasant dreams. It is also one of the great trees that Kolima Village is built into. Because of an unknown disease, the Dream Tree’s leaves have been altered to cause nightmares.	<input checked="" type="checkbox"/>
Crush Tusk	Kolima Village	Gained automatically after defeating Sludge.	This relic of Sludge retains some of his destructive power. It can be worn to gain the Crush Psynergy.	<input checked="" type="checkbox"/>
Crush Psynergy	Kolima Village	After obtaining and equipping the Crush Tusk.	This fire-based Psynergy strikes an object with great force. It can be used on cracked boulders and weakened floors to shatter them.	<input checked="" type="checkbox"/>
Dream Tree (updated)	Kolima Village	During dialogue (after curing the Dream Tree).	This is the source of the dream leaves that grant pleasant dreams. It is also one of the great trees that Kolima Village is built into. Hermes’ Water has cured the disease that ravaged the Dream Tree, and its leaves are again healthy.	<input checked="" type="checkbox"/>
Laurel	Kolima Village	During dialogue (after curing the Dream Tree).	This member of the Waelda tribe is one of the guardians of Kolima Forest, along with Tret. Her emissary, Pewter, has some trouble remembering manners.	<input checked="" type="checkbox"/>
Waelda	Kolima Forest	During dialogue with Laurel and Tret.	These plant-based beings live for many human generations and gather immense knowledge over their long lives. Certain Waelda tribesmen, such as Tret and Laurel, have gained enough wisdom to be deified and known as enlightened trees.	<input checked="" type="checkbox"/>



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Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Sludge	Kolima Forest	During dialogue with Laurel and Tret.	This monster was born from the angry spirits of the creatures killed when the Golden Sun relocated Kolima Village. Its curse altered the Dream Tree to produce nightmare-causing leaves.	✓
Mia	Kolima Forest	During dialogue with Laurel and Tret.	This Warrior of Vale traveled with Isaac. She is a Water Adept whose powers were inherited by her son, Rief. She is descended from the Mercury Clan, keepers of the Elemental Lighthouse of the same name.	✓
Slap Glove	Kolima Forest	During dialogue with Laurel and Tret.	This glove creates the same effect as the Slap Psynergy unique to beastmen. Even those without Psynergy powers can use this treasure of Morgal.	✓
Alchemy Dynamo	Kolima Forest	During dialogue with Laurel and Tret.	This ancient machine is found in the Belinsk ruins. It is said to be dangerous but is not currently functioning.	✓
Tret (updated)	Kolima Junction	During dialogue with Ryu Kou.	This Waelda tribesman is one of the elders and guardians of Kolima Forest along with Laurel. Over time he has grown into a massive tree and has protected all of the Kolima from numerous calamities.	✓
Magma Orb	Talon Peak	During dialogue with Blados.	This object is a power source strong enough to fuel the Alchemy Dynamo.	✓
Magma Orb (updated)	Talon Peak	During dialogue with party.	This object powers the Alchemy Dynamo. It appears as a jewel that pulses with power. It is found inside the body of the Mountain Roc.	✓
Mountain Roc (updated)	Belinsk	Dialogue with villager.	Mountain Rocs are rare and powerful enough to be worshipped as gods of birdkind. Alchemy Machines can be powered by the Magma Orbs that form in their bellies.	✓
Tuaparang	Belinsk Ruins	Dialogue with Sveta.	This enigmatic nation has great scientific and military prowess. They fly in a giant airship, giving them the name “Zenith Tribe.” They are obviously interested in all things related to Alchemy, including ancient devices and Psynergy Vortexes.	✓
Sveta (updated)	Belinsk Ruins	Dialogue with Sveta.	This beastman is part of the Czamaral clan, royal family of Morgal. She is King Volechek’s younger sister. Her unique powers let her read minds and render scents visible. In battle, she can transform into a ferocious beast.	✓
Blados (updated)	Belinsk Ruins	During dialogue with party.	This Tuaparang commander is a master swordsman constantly looking for a fight. He works closely with Chalis in manipulating Matthew’s group to accomplish their own sinister goals.	✓
Chalis (updated)	Belinsk Ruins	During dialogue with party.	This Tuaparang agent uses her enchanting wiles to bewitch King Wo and manipulate Kaocho from behind the throne. She is partnered with Blados, subtly pushing Matthew and his friends to accomplish their goals.	✓
Wards	Belinsk Ruins	During dialogue with Ward.	These ancient systems protect the ruins beneath Belinsk by replicating the will of the Warden of the North, a jenei official. The systems test Adepts who wish to enter, and only those who pass are allowed access to the Alchemy Dynamo’s core.	✓
Arcanus	Belinsk Ruins	During dialogue with Arcanus.	This masked man is apparently in league with the Tuaparang	✓
Arangoa Prelude (updated)	Belinsk	Dialogue with villager.	This ancient musical incantation has no sheet music—each of the six parts is given by a master musician to one apprentice. When played, the music mesmerizes any non-Adept who hears it. It also will open the secret entrance to the Belinsk ruins.	✓
Eclipse Tower	Belinsk Castle	During dialogue with party.	This lighthouse-like structure is hidden away in the Belinsk ruins.	✓
Spirit Sense Psynergy	Belinsk	During dialogue (after rescuing prisoners).	This wind-based Psynergy allows users to read minds. Only Sveta can wield this power, though Ivan and Sheba were known to use a similar ability.	✓
Briggs (updated)	Belinsk	During dialogue with party.	This grizzled sailor was the de facto ruler of the notorious Champa pirates and father of Eoleo. His bravery saved Eoleo, but he was killed by monsters during the Grave Eclipse. He died a hero aboard his beloved ship.	✓
Craggy Peak (updated)	World Map - Aboard ship	During dialogue with party.	This mountain was once home to the Neox. Their ancient but highly advanced civilization created many remarkable devices. The Neox were wiped out when Alchemy was sealed away. Their legacy lives on in the form of ruins that dot the mountain.	✓
Eoleo (updated)	World Map - Aboard ship	During dialogue with party.	This young pirate has succeeded his father, Briggs, as the scourge of the Eastern Sea. As a Fire Adept, Eoleo has an edge in piracy. Free spirited like his father, he is also loyal and respected by his crew.	✓
Eastern Sea	Harun Village	Use Spirit Sense Psynergy on the inn keeper.	This great sea lies to the east of Angara and includes both the Otaka Sea and the Sanan Sea within its expanse. In the wake of the Golden Sun event, it was separated into northern and southern regions.	✓
Kaba	Harun Village	Dialogue with Ikan.	This boy has been missing since the eclipse.	✓
Ikan	Harun Village	Dialogue with villager.	This storyteller is the historian of Harun Village. He is distracted by worry since his son and grandson disappeared.	✓
Belinsk (updated)	Harun Village	Dialogue with villager.	This fortress city is the capital of Morgal, the country of beastmen. The ancient ruins on the surface conceal the Eclipse Tower below.	✓
Harun Village	Harun Channel	During dialogue with Kaba.	This small village on Harun Island is home to some ancient ruins with a legacy of traditions. It is famous for the local seaweed.	✓
Watchtower	Harun Village	During dialogue with Ikan (after rescuing Kaba).	This legendary building sits atop Warrior’s Hill on Harun Island, waiting for worthy champions.	✓
Ikan (updated)	Harun Village	Dialogue with villager (after rescuing Kaba).	This storyteller is the historian of Harun Village. His duty is to direct brave champions to Warrior’s Hill. He is much beloved for his stories by the village children, including his grandson, Kaba.	✓
Third Eye	Warrior’s Hill	Gained automatically after obtaining the Third Eye.	This white gem was sealed away inside the Watchtower of Warrior’s Hill. The Adept it chooses can use it for a third eye and see the unseen.	✓
Izumo	Yamata City	Dialogue with villager.	This village once rested on Nihan, but it was destroyed by massive tsunamis that flooded it. It was once terrorized by a monstrous dragon called the Great Serpent until the Warriors of Vale slew the beast.	✓
Susa	Yamata City	Dialogue with villager.	This king of Yamata is father to Himi and Takeru and husband to Kushinada. He was a hero of Izumo in his youth. While the younger Susa was wild and uncontrollable, age has mellowed him, and he has earned the respect of his subjects.	✓
Kushinada	Yamata City	Dialogue with villager.	This queen of Yamata is the mother of Himi and Takeru. Since Himi’s illness, she has led continuous prayer vigils. As a young woman, she was chosen by lottery to be sacrificed to a monster but was saved by the Warriors of Vale.	✓
Takeru	Yamata City	Dialogue with villager.	This courageous warrior is the son of Susa and Kushinada, making him the prince of Yamata and heir apparent. After his sister Himi had a vision of the world in peril, he went abroad on an important mission.	✓



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Appendix

Djinn

Summons

Sun Sagas

Encyclopedia Entries

Encyclopedia Entries				
Title	Location	How to Get	Entry	✓
Himi	Yamata City	Dialogue with villager.	This young girl is daughter to Susa and Kushinada of Yamata. She supposedly possesses remarkable powers.	✓
Uzume	Yamata City	Dialogue with villager.	This Earth Adept was sister to Susa and the de facto ruler of Izumo before the village was destroyed by tsunamis. She died of an illness shortly after shepherding her people to Yamata.	✓
Great Serpent	Yamata City	Dialogue with villager.	This fierce dragon, more formally known as the Great Serpent of Mikage, slept in Mount Mikage on the island of Nihan. When the Venus Lighthouse was lit, the dragon awoke. Using sunlight to weaken it, the Warriors of Vale slew the beast.	✓
Yamata City	Yamata City	Dialogue with villager.	This city is the primary settlement on Nihan. Its culture is centered around spirituality, with many prayer shines.	✓
Hermes' Water	Yamata Palace	During first dialogue with Susa.	This water is from a spring in Imil. It has the power to heal and revive any living thing.	✓
Watchtower (updated)	Yamata Palace	During dialogue with Susa.	This legendary building sits atop Warrior's Hill on Harun Island, waiting for worthy champions. The Third Eye, a countermeasure against the eventual awakening of Luna Tower, rests here.	✓
Umbra Map	Yamata Palace	Gained automatically after awakening Himi with the Third Eye.	This weathered map of Morgal was left by the Jenei so that their descendants could find the Umbra Gear.	✓
Grave Eclipse	Yamata Palace	During dialogue with Himi.	This terrifying phenomenon is caused by the Eclipse Tower. While the tower swallows up all light, monsters of shadow reign. The Eclipse Tower doesn't merely obstruct light, it actually absorbs it, though what this might portend is unclear.	✓
Apollo Lens	Yamata Palace	During dialogue with Himi.	This ancient machine amplifies light. In theory, it has the ability to end an eclipse.	✓
Umbra Gear	Yamata Palace	During dialogue with Himi.	These items of equipment were created by the ancient Jenei to harness the powers of darkness.	✓
Search Psynergy	Yamata Palace	During dialogue with Himi.	This earth-based Psynergy is unique to Himi. It allows her to discover hidden objects and other secrets.	✓
Himi (updated)	Yamata Palace	Dialogue with Susa (after awakening Himi).	This young girl is daughter to Susa and Kushinada of Yamata. She is also an Earth Adept chosen to bear the Third Eye. Despite her youth and relative inexperience, she possesses powerful Psynergy and can see into the future.	✓
Kushinada (updated)	Yamata Palace	Dialogue with servant (after awakening Himi).	This queen of Yamata is the mother of Himi and Takeru. She has taken ill, exhausted by constant prayer.	✓
Tonfon	Yamata Ruins	During dialogue with Uzume.	This city is the capital of Sana. It is known for its exquisite architecture as well as being a center of fishing and commerce.	✓
Obaba	Champa Camp	During dialogue with villagers.	This formidable Champan lady is Briggs's grandmother. She is respected (and occasionally feared) by her countrymen. She is descended from the ancient Ankohl civilization, and she maintains their advanced blacksmithing tradition.	✓
Thermal Psynergy	Champa	During dialogue with Eoleo.	This fire-based Psynergy creates a warm updraft strong enough to lift the user up to otherwise inaccessible heights.	✓
Sanan Sea	Tonfon	Dialogue with villagers.	This body of water in the southeast of Morgal borders Sana and Champa. A number of valuable trade routes run through it. Where there are trade ships, there is piracy. Eoleo in particular has made himself the scourge of the region.	✓
Lady Hinechou	Tonfon	Dialogue with villager.	This Sanan royal is mother to Ryu Kou and Hou Ju. Besides having lost her husband to war, both of her children are missing.	✓
Hou Ju (updated)	Lady Hinechou's Room	Dialogue with servant.	This young girl is Ryu Kou's sister. She was held prisoner in Belinsk in the aftermath of Morgal's revolution. She seems to inspire a fierce devotion in all who know her, as evidenced by her brother and the villagers of Te Rya.	✓
Ryu Kou (updated)	Lady Hinechou's Room	Dialogue with Lady Hinechou.	This member of the Sanan royal family triggered the Grave Eclipse in the hopes of saving his sister, Hou Ju. After his father was killed in Morgal's revolt, he escaped into Te Rya village with his sister and Hou Zan.	✓
Echo Gems	Lady Hinechou's Room	Dialogue with Lady Hinechou.	These gems are only useful in pairs. Each taps into its holder's life force to emit light and communicate with the other stone.	✓
Lady Hinechou (updated)	Sana Palace	Dialogue with Emperor Unan (after returning Ryu Kou to Tonfon).	This Sanan royal is mother to Ryu Kou and Hou Ju. She has at last been reunited with her children and lives with them in Tonfon.	✓
Lord Kuan (updated)	Sana Palace	Dialogue with servant (after returning Ryu Kou to Tonfon).	This former lord of Morgal was father to Ryu Kou and Hou Ju. He was killed in battle against Volechek. While he lost his domain and life to the beastmen, he did manage to arrange for his children to escape.	✓
Sana (updated)	Lady Hinechou's Room	During dialogue with Lady Hinechou (after returning Ryu Kou to Tonfon).	This country makes up the eastern part of the Ei-Jei region. It used to be a fearsome and aggressive colonial power. After Emperor Ko's death, Sana fell into a deadly civil war of succession. Unan, who desired unity, was eventually crowned.	✓
Nihan	Sana Palace	During dialogue with Emperor Unan (after returning Ryu Kou to Tonfon and speaking with Lady Hinechou).	This eastern island was once home to the village of Izumo before it was flooded. The surviving villagers founded Yamata City. The dominant feature of the island was Mount Mikage (also called Gaia Rock), which was home to the Great Serpent.	✓
Umbra Gear (updated)	Apollo Sanctum	During Umbra Gear tutorial.	These five items were left by the Jenei for their descendants in the event of another Grave Eclipse. When worn, this equipment shields the wearer from the power of light, though only beastmen are able to use it.	✓
Apollo Lens (updated)	Apollo Sanctum	During dialogue.	This ancient machine amplifies light. It concentrates and magnifies light into a beam of astounding intensity. Concerned that its power might fall into the wrong hands, the ancient Jenei sealed it away in Apollo Sanctum.	✓
Volechek (updated)	Apollo Sanctum	During dialogue.	This leader of beastmen is the king of Morgal and Sveta's older brother. His long war with Sana and Bilibin has driven his anger and desperation, causing him to activate Luna Tower.	✓
Eclipse Tower (updated)	Belinsk	Dialogue with villager (after activating Apollo Lens).	This ancient edifice is sealed away in the Belinsk ruins. It radiates power in a manner similar to the Elemental Lighthouses. It was sealed away because of the forbidden energies associated with it.	✓
Endless Wall (updated)	Tonfon	Dialogue with villager (after beating game).	This massive, ancient edifice divides Ei-Jei and Morgal. Its origin and purpose are largely unknown. The wall extends west from Sana into the heart of Angara and ends at Apollo Sanctum.	✓



# World Map Legend

- 1 Goma Plateau and Lookout Cabin
- 2 Patcher's Place
- 3 Goma Highlands Road
- 4 Carver's Lumberyard
- 5 Carver's Camp
- 6 Konpa Gate
- 7 Konpa Ruins
- 8 Konpa Shrine
- 9 Harapa
- 10 Passaj
- 11 Kaocho
- 12 Ayuthay
- 13 Craggy Peak Ruins
- 14 North Wall Shrine
- 15 Te Rya Village
- 16 Teppe Ruins
- 17 Belinsk
- 18 Border Town Mine
- 19 Border Town
- 20 Port Rago
- 21 Saha Town and Kolima Village
- 22 Kolima Forest and Kolima Junction
- 23 Talon Peak
- 24 Harun Village
- 25 Harun Channel
- 26 Warrior's Hill
- 27 Yamata City
- 28 Champa Camp
- 29 Champa
- 30 Tonfon
- 31 Iceberg Outpost
- 32 Burning Island Cave
- 33 Gaia Falls Islet
- 34 Snow Drift Shrine
- 35 Lonely Island Ruins
- 36 Endless Wall (entrance)
- 37 Apollo Ascent and Apollo Sanctum
- 38 Otka Island
- 39 Lost Ship
- 40 Crossbone Isle

# World Map Djinn

- ▲ Fever
- ▲ Ether
- ▲ Gears
- ▲ Furrow
- ▲ Sizzle
- ▲ Simoom
- ▲ Foam





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### Appendix

## PRIMA Official Game Guide

# Golden Sun

## DARK DAWN



### Prima Games

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Senior Product Manager: Mario De Govia

Associate Product Manager: Shaída Boroumand

Design & Layout: Bryan Neff, Jody Seltzer

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Written by:

**Stephen Stratton**

#### About the Author

Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include Resident Evil 4: Wii Edition, The Legend of Zelda: Spirit Tracks, and pretty much every guide he's written that has either "Mario" or "Zelda" in its Title.



Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their [incite.com](http://incite.com) video game website.

We want to hear from you! E-mail comments and feedback to [sstratton@primagames.com](mailto:sstratton@primagames.com).